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THE THIRD AMERICAN TOURNEY

AT
CHICAGO, ILLINOIS

JANUARY 11th TO 15th, 1915

FOR THE
Checker Championship of America
and \$500.00 in Prizes

Annotated by HARRY LIEBERMAN and LOUIS C. GINSBERG
Assisted by NEWELL W. BANKS

Editorial Arrangement by HARRY LIEBERMAN
Edinburgh Consolation Tourney by
LOUIS C. GINSBERG

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PREFATORY.

Since the great International Match between Great Britain and America in 1905, it is our opinion that no assembly of checker talent has equalled the playing strength of the entries in the Third American Tournament, at Chicago, Illinois, 1915. It is not, however, our part to offer an opinion on the merits of the play, though it may be ventured that all the circumstances incidental to the production of the very highest order of tournament play were prevalent.

The tournament was conducted on the Preliminary, Major and Minor plan similar to the Second American Tournament, except that players retired from the first two rounds of the Major Tourney were entirely eliminated, instead of dropping back into the Minor Tourney.

The many new features incorporated in this book, the Dual Index, Edinburgh Synopsis and Problem Department, alone should make this edition valuable.

It is the hope of the subscriber that the annotations of this work will bear favorable comparison with others published on the game and that it will prove worthy of the indulgent reception with which the Banks-Jordan Match Games Book has already been favored.

HARRY LIEBERMAN.

Kansas City, Mo., March 5, 1915.

FOREWORD.

*By D. A. Plumly, Checker Editor Salt Lake Tribune,
Salt Lake City, Utah.*

Conflict is the natural state of man. Primitive man waged unceasing conflict against the wild beasts and wily serpents and the cruel creatures of air and water; the pioneer in his stern warfare with the wilderness and a vigorous climate, went armed for instant combat with the savage, and the most peaceful of men must conduct a constant warfare with his appetites and passions. So it is that mimic warfare and games of skill make their universal appeal.

Of all the games devised by man, checkers is at once the simplest and the most profound. Not demanding physical strength, it places on an equality the giant and the dwarf, the child and the strongest man, and it is at once so simple that any child can play in a way and so profound that man has yet to fathom its depths and solve its mysteries. The element of chance is absent and its scientific accuracy is shown by the fact that most games between adepts are draws.

As of old the troubadours sang the gallant deeds of brave men and their stories were handed down from generation to generation, as ancient monarchs gathered their chivalry together for knightly emulation and the people flocked to see their mighty deeds, so sing we the deeds of American checker experts and spread before you in the following pages the record of their games, so that you by your peaceful firesides may thrill to the daring and dashing attack of youth, study the veteran's patient and wily strategy, and enjoy again and again the progress of this great tourney.

**MINUTES OF THE BIENNIAL MEETING OF THE
AMERICAN CHECKER ASSOCIATION, HELD AT
THE SPORTSMAN'S CLUB OF AMERICA,
CHICAGO, ILL., JAN. 11TH, 1915.**

The meeting was called to order by President A. W. Valentine at 10 a. m., who appointed a committee to nominate officials for the election which should take place. This committee consisted of F. R. Wendemuth, L. T. Brooking, H. B. Reynolds, Alfred Jordan, W. G. Hill and G. M. Tanner.

H. B. Reynolds moved that the winner of the tournament should not have his title subject to challenge, but after a full discussion on motion of Hugh Henderson it was agreed to let matters stand as at present with a gentleman's agreement not to challenge the winner. It was also agreed that all of the forty-seven openings be played in future tourneys.

On motion of H. C. Hartshorn, the City of Pittsburg was granted one year option on the next tournament, to be held in 1917.

On motion of H. C. Hartshorn, all ex-presidents of the American Checker Association become ex-officio life members of the Executive Committee. This now includes Prof. Frank A. Fitzpatrick, Boston, Mass., and A. W. Valentine, Rock Island, Ill.

At the biennial election, the following officers were elected, each to serve a term of two years: E. H. Greene, Kansas City, Mo., President; H. C. Hartshorn, Chicago, Ill., Secretary and Treasurer; R. W. Patterson, Pittsburg, Pa., First Vice-President; J. W. Bolton, Lawrence, Mass., Second Vice-President; I. J. Goldsmith, Columbus, Ohio, Third Vice-President; C. M. Holt, Minneapolis, Minn., Fourth Vice-President; W. W. Kenfield, Rochester, N. Y., Fifth Vice-President; L. T. Brooking, Funk, Neb., Sixth Vice-President.

The Association passed resolutions of respect and sympathy for the families of all deceased members during the past two years, G. H. Slocum, Prophetstown,

Ill.; Dr. W. S. Turnêr, Newark, Ohio; Dr. S. D. Logan, Cincinnati, Ohio; J. K. Lyons, Seacombe, England; Prof. J. M. Greenwood, Kansas City, Mo., and instructed the Secretary to forward said resolutions to the respective families.

Without further formality, the meeting adjourned for the purpose of conducting the Third American Tourney.

IMPRESSIONS OF THE TOURNEY AS CULLED FROM THE AMERICAN PRESS.

The outstanding event of the tournament was the long tie of twenty-four games between Banks and Jordan. For four days they battled manfully against each other before the break came.

There is no doubt Banks practically threw away his last game. Previously he had a sharp tilt with the committee and it was evident from his style of opening the twenty-fourth game, his manner of playing the mid-game, that he was careless of the result.

Ginsberg and Lieberman have made mighty strides since the last tourney, and we venture to predict that the coming man lies in the person of Louis Ginsberg, of Brooklyn.

O'Grady, of Rochester, made a great impression among the players by his wonderful cross-board ability. He, however, lacked the necessary "dope," without which the greatest natural ability is in vain.

Hanson, of California, got in the limelight early by winning his first game against us, and very creditably did he reflect the light afterwards.

It appeared to us that Jordan was thoroughly tired with his long tie with Banks, and consequently did not play up to his full strength in the final.

Nobody was more surprised at the result than ourselves. When we saw the draw safe in the sixth game, we felt rather dazed at the result. There could be no

mistaking the hearty ring in the congratulations of the players afterwards, and while on that theme, we would wish to take this opportunity to thank the many senders of congratulatory messages from all over the country.
—*H. Henderson in Pittsburg Dispatch.*



HUGH HENDERSON, First Prize.

Hugh Henderson of Pittsburg, who thus repeated his triumph of 1912 at Cedar Point by again defeating Alfred Jordan for the American championship, is a quiet, genial gentleman who bears his high honors modestly and is deservedly popular because of his true sportsmanship.

In the semi-finals Banks and Jordan set a new world's record for draws in tourney play, twenty-three draws being played.

The Windy City is to be felicitated on the splendid way in which the tourney was conducted, the entire fifth floor of the Sportsman's Club of America being devoted to the tourney and everything possible being done for the comfort of players and spectators. It is safe to say that never before were so many great players gathered in any tourney, and the play throughout was of a high standard.

The first round of the majors brought together Reynolds-Harrigan, Henderson-Spielman, Banks-Wendemoth, O'Grady-Whalen, Ginsberg-Dempsey, Hanson-Tanner and Lieberman-Hill, the first named being victors. In the second round the opponents were Jordan-Lieberman, Banks-Reynolds, Ginsberg-Hanson and Henderson-O'Grady, the latter dropping out. The semi-finals brought together Henderson and Ginsberg, Jordan and Banks, it taking sixteen games to decide the first scrap and twenty-four for the last. In the finals Banks and Ginsberg played eight games to a tie (all draws) and split third and fourth prizes. The first four games between Jordan and Henderson brought forth nothing new. The last opening was the 24-20 Dundee, and with the whites Henderson sprang his "cook" and with careful precision forced his win, Jordan putting up a most stubborn defense and yielding only after three and a half hours of play, this being at once the longest and most fateful of all the games of the tourney. I was holding the watch and when the ballot brought out this opening I felt sure some history would be made, as in conversation with Henderson the night before he expressed his confidence in this opening, so generally regarded as dangerous for black.

Bradford won first prize in the minor tourney, Cooper was second, Scott and Valentine tied for third and fourth places, Doran was fifth and Howe, Jr., landed in sixth place.

Now that the smoke of battle has cleared away, it would not be amiss to say that Henderson has shown himself a real champion by repeating; that Jordan,



CHARLES HEFTER, Kankakee, Ill.

World-famed Problemist, Editor, Analyst and Expert,
Supervising Problem Section, 3d American Tourney.

Banks and Ginsberg finished so close that, in racing parlance, a blanket would cover them; that Hill, who scored most points in the preliminary round and was knocked out in the first round of the major tourney

play, was perhaps the unluckiest of all the players; that Lieberman, who lost but one game, was a close second to Hill in this respect; that O'Grady gained the reputation of being the hardest fighter of all; that Bradford displayed good judgment, and that Spielman and Howe, Jr., are two youths who have all the earmarks of real comers and will make their marks when they mature, Howe, Jr., being only sixteen years of age. It was a great tourney and the retiring officials, President Valentine especially, have every reason to feel proud of their enviable records.—*D. A. Plumly, in Salt Lake Tribune.*

THIRD AMERICAN TOURNEY THE MOST SUCCESSFUL EVER HELD.

*By Prof. H. C. Hartshorn, Chicago, Ill., Secretary
American Checker Association.*

The Third American Tournament for the checker championship was the most successful ever held in this country. Many records were broken, the most notable being the prolonged contest between Newell W. Banks and Alfred Jordan in the semi-finals, when they contested twenty-four games before a knockout was scored, Jordan winning the final game with the white side of the Paisley; this broke the former world's record of eighteen games, Scott vs. Searight in 1903 at Glasgow for the Scottish championship.

The longest game played in the tourney required four hours, when Henderson defeated Jordan in the fifth game of the finals, winning the white side of the 24-20 Dundee. This same Dundee also caused the downfall of Reynolds, when Banks defeated him in the second round of the major tourney. Two years ago at Cedar Point Reynolds knocked out in succession three Chicago cracks, Lieberman, Wendemuth and Whalen.

Harry Lieberman accomplished the wonderful feat of knocking out successively the three eastern representatives, Reynolds, of Syracuse; Hill, of Lawrence, Mass., and O'Grady, of Rochester, thus returning the compliment. Lieberman, furthermore, went through the entire tourney with only one win scored against him, when Jordan defeated him with a black Fife.

Henderson, the two-time champion, broke the record by winning the championship twice in succession. He will be entitled to keep the American championship loving cup two more years in Pittsburg, where the next American tourney will be held in 1917. Henderson's chances in the tourney were not supposed to be equal to either those of Banks or Jordan, and it required the warming up process of the all-around preliminary tourney to put him in championship form. This is demonstrated by the fact that he lost three games in the preliminary heat and none in the major tourney. The three games lost in the preliminary were to Morton Spielman, Chicago; J. B. Hanson, San Francisco, and J. W. Bolton, Lawrence.

The most surprising upsets in the tourney were the defeats of Henderson in the preliminary by Hanson and Spielman and the failure of such experts as Doran, Bradford and Scott to qualify for the major tourney. Willis Hill, the eastern crack, led everybody in the preliminary with a total of twenty-one points, but failed to get in the prize money, being defeated by Harry Lieberman in the first round of the major tourney.

PRELIMINARY OR QUALIFYING TOURNEY SCORES.—GROUP 1.

Players.	Henderson	O'Grady.	Bradford.	Doran.	Spielman.	Hanson.	Bolton.	Patterson.	Won.
Henderson.	4	2	4	1	1	2	4	18	
O'Grady.	0	2	3	4	2	3	4	18	
Bradford.	2	2	1	2	0	2	4	13	
Doran.	0	1	3	2	2	1	4	13	
Spielman.	3	0	2	2	1	3	3	14	
Hanson.	3	2	4	2	3	3	3	20	
Bolton.	2	1	2	3	1	1	1	11	
Patterson.	0	0	0	0	1	1	3	5	



GROUP No. 1.

Standing—John T. Bradford, San Francisco, Cal.; Thos. Patterson, St. Louis, Mo.; Jesse B. Hanson, Sacramento, Cal.; Morton Spielman, Chicago, Ill.

Sitting—Thos. J. O'Grady, Rochester, N. Y.; Peter Doran, Chicago, Ill.; H. Henderson, Munhall, Pa.; J. W. Bolton, Lawrence, Mass.

Players.	GROUP 2.							
	Reynolds.	Ginsberg.	Nelson.	Tanner.	Barnes.	Moore.	Geckler.	Thomis.
Reynolds.	2	2	2	2	3	4	3	4
Ginsberg.	2	3	2	2	3	4	4	2
Nelson.	2	1	2	2	2	3	3	4
Tanner.	2	2	2	2	4	4	4	2
Barnes.	1	1	2	2	3	4	2	2
Moore.	0	0	1	0	1	1	3	6
Geckler.	1	0	1	0	0	3	2	7
Thomis.	0	2	0	0	2	1	2	7



GROUP No. 2.
 Standing—Chris Nelson, New York, N. Y.; A. H. Barnes, Chicago, Ill.; H. E. Moore, Milwaukee, Wis.; Geo. M. Tanner, Chicago, Ill.
 Sitting—H. B. Reynolds, Rochester, N. Y.; Louis C. Ginsberg, Brooklyn, N. Y.; W. E. Thomis, Danville, Ill.; W. H. Geckler, Indianapolis, Ind.

GROUP 3.

Players.	Jordan	Hill	Harrigan	Scott	Dempsey	Cooper	Howe, Jr.	Carlson	Won
Jordan.	2	2	2	2	4	3	4	19	
Hill.	2	2	4	3	3	3	4	21	
Harrigan.	2	2	2	1	2	3	4	16	
Scott.	2	0	2	3	2	2	2	13	
Dempsey.	2	1	3	1	2	3	3	15	
Cooper.	0	1	2	2	2	2	3	12	
Howe, Jr.	1	1	1	2	1	2	2	10	
Carlson.	0	0	0	2	1	1	2	6	



GROUP No. 3.

Standing—Jos. H. Scott, Chicago, Ill.; John Howe, Jr., Chicago, Ill.; Walter T. Cooper, Chicago, Ill.; A. Carlson, Chicago, Ill.

Sitting—J. Dempsey, Chicago, Ill.; Thos. J. Harrigan, Pittsburg, Pa.; Alfred Jordan, Wallaceburg, Ont.; Willis G. Hill, Lawrence, Mass.

GROUP 4.

Players.	Banks.	Lieberman.	Whalen.	Wendemuth.	Valentine.	March.	Brooking.	Backus.	Won.
Banks.	2	3	3	2	4	2	4	20	
Lieberman.	2	2	2	2	3	2	3	16	
Whalen.	1	2	2	3	2	3	4	17	
Wendemuth.	1	2	2	4	3	2	3	17	
Valentine.	2	2	1	0	3	2	2	12	
March.	0	1	2	1	1	1	0	6	
Brooking.	2	2	1	2	3	3	3	15	
Backus.	0	1	0	1	2	4	1	9	



GROUP No. 4.

Standing—E. L. Backus, Grand Ledge, Mich.; Patrick Whalen, Chicago, Ill.; Harry Lieberman, Kansas City, Mo.; Newell W. Banks, Detroit, Mich.

Sitting—Bert March, St. Louis, Mo.; Fr. R. Wendemuth, Chicago, Ill.; A. W. Valentine, Rock Island, Ill.; L. T. Brooking, Funk, Neb.

MAJOR TOURNEY.

First Round.

Won.		Drawn.		Won.
1	A. Jordan.	5	C. Nelson.	0
	Wallaceburg, Ont.		New York, N. Y.	
2	H. Henderson.	3	M. Spielman.	0
	Pittsburgh, Pa.		Chicago, Ill.	
1	L. C. Ginsberg.	5	J. Dempsey.	0
	Brooklyn, N. Y.		Chicago, Ill.	
2	N. W. Banks.	3	F. R. Wendemuth. . .	0
	Detroit, Mich.		Chicago, Ill.	
3	T. J. O'Grady.	1	P. Whalen.	0
	Rochester, N. Y.		Chicago, Ill.	
3	J. B. Hanson.	2	Geo. M. Tanner. . . .	1
	Sacramento, Cal.		Chicago, Ill.	
1	H. B. Reynolds.	5	T. J. Harrigan.	0
	Rochester, N. Y.		Pittsburgh, Pa.	
1	H. Lieberman.	9	Willis G. Hill.	0
	Kansas City, Mo.		Lawrence, Mass.	

Second Round.

1	A. Jordan.	5	‡H. Lieberman.	0
1	H. Henderson.	7	‡T. J. O'Grady.	0
2	N. W. Banks.	3	H. B. Reynolds.	1
2	L. C. Ginsberg.	3	‡J. B. Hanson.	0

Semi-Final Round.‡

1	Alf. Jordan.	23	N. W. Banks.	0
1	H. Henderson.	15	L. C. Ginsberg.	0

Final Round.

1	H. Henderson.	5	A. Jordan.	0
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In the first round, Banks, a game up in his tie with Wendemuth, looked strong, but in the very next game got into a position from which there seemed to be no escape. Many of the spectators were of the impression that the Illinois expert would surely score, but the way Banks emerged from a most ticklish position with a safe draw was met with a general outburst of admiration.

‡These games were annotated by N. W. Banks.

J. B. Hanson, a game down with Tanner, matters looked rather dubious for the Western expert, but that he should recover by winning three consecutive games was one of the surprises of the tourney.

Harrigan lost a long drawn out ending to Reynolds, the latter succeeding in drawing the other five games.

The Lieberman-Hill tie was the longest session in this round, the former ever playing safe and patiently waiting for the Easterner to vary. The break came in the last game; Hill decided to mix things and was soon in difficulties.

In the second round, the Lieberman-Jordan tie proved an interesting bout. The first game was drawn. In the second, the 26-23 line of the Fife was in progress and matters looked even until the ending, when Lieberman attempted to crown three pieces at too early a stage, and after a long ending was compelled to resign the game.

The next two games were quickly drawn, but Lieberman did not go under without a struggle, for in the fifth game, a 10-14 24-20, Lieberman with the black pieces broke 14-18 at second move, and Jordan was soon in difficulties, being repeatedly called to time. After an hour's play white's position was so critical that many of the onlookers thought Lieberman would tie the score. Though hard pressed to the finish, Jordan managed to escape with a narrow draw.

The last game of the series furnished considerable excitement. Lieberman, piloting the white pieces, at a very early stage played nearly all of his pieces from the king-row; Jordan, on the other hand, had one of his pieces crowned and an almost impenetrable position. The position (which proved to be the most unusual in the tourney), however, changed and Jordan was compelled to sacrifice a piece, which, however, did not release his king until three moves later. The game was eventually drawn. The second game proved to be the only one lost by Lieberman in the tournament.

Banks soon had Reynolds in trouble, but the Internationalist equalized matters by scoring the next game. In the sixth game Banks tried the same attack on the Dundee that Henderson put on Jordan and was successful in putting another win over.

Henderson and O'Grady had a hard fight and it was not until seven well fought draws had been played that the former managed to secure a win.

In the semi-final round, Banks vs. Jordan broke the world's record. Twenty-three draws were chalked up before a win was scored. The highest record was eighteen games drawn, in the Scottish championship, 1903, Scott vs. Searight. In view of the fact that the last eighteen games played between Banks and Jordan in their

The Banks-Jordan Match for the World's Championship.



DURING THE PROGRESS OF THE MATCH.

Alfred Jordan, left; Newell W. Banks, right; Seated, left to right—A. W. Valentine, Referee; S. S. Bell, Scorekeeper; Prof. P. B. Perry, Timekeeper for Banks; C. H. Leggett, Timekeeper for Jordan; Standing, E. H. Greene.

match were all drawn makes a total of forty-one consecutive draws.

The Henderson-Ginsberg games were among the most interesting played in the tourney. Fourteen draws were recorded before Henderson finally scored a win, with the Black side of 10-15 24-19. In the last game Ginsberg put up a gallant fight and rumors were afloat

that Ginsberg might equalize. Henderson, however, worked out of difficulties, drawing the game and thus winning the heat.

The Jordan-Henderson tie in the final round evinced considerable enthusiasm. The first four games were all drawn; the ballot for fifth and sixth games brought forth the Dundee 12-16 24-20, an opening balloted with more frequency than any other and which has figured so disastrously in this tourney. The fifth game was the longest in the tourney, lasting four hours and placing one game to Henderson's credit. The last game was drawn by Henderson without much trouble.

MAJOR TOURNEY.

Intermediate Round.

FOR 5TH AND 6TH PRIZES.

Won.		Drawn.		Won.
2	H. Lieberman.	3	T. J. O'Grady.	0
2	H. B. Reynolds.	7	J. B. Hanson.	1

FOR 3D AND 4TH PRIZES.

0	N. W. Banks.	8	L. C. Ginsberg.	0
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FOR 5TH AND 6TH PRIZES.

2	‡H. Lieberman.	3	H. B. Reynolds.	0
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In the qualifying round the first two games were drawn. The Switcher was balloted for third and fourth games, Lieberman adopting the 4-8 1-6 line. About mid-game he threatened to sacrifice a piece, which O'Grady parried for a few moves, but which was eventually forced, and from which there was no escape. The next game was drawn.

In the next game, a 12-16 22-18 Bristol, O'Grady attempted to mix things with an unsatisfactory result.

Hanson lost a game to Reynolds, but regained it owing to an unusual oversight. Later, Reynolds seemed to have Hanson into another loss, but the latter escaped with a narrow draw. In the sixth game Hanson had an easy victory in hand with the black side of the double-

‡These games were annotated by N. W. Banks.

corner Dyke, but by careless play in the ending allowed Reynolds to escape from an apparently hopeless position.

After eight drawn games had been recorded between Banks and Ginsberg, especially in view of the long siege between Banks and Jordan the previous day, both players agreed to divide third and fourth prizes.

Reynolds lost the black side of a 10-15 22-17 Kelso, and in attempting to equalize lost the Dyke with the black pieces, in the play-off for fifth and sixth prizes.

MINOR TOURNEY.

First Round.

Won.		Drawn.		Won.
2	J. T. Bradford.....	1	J. W. Bolton.....	0
	San Francisco, Cal.		Lawrence, Mass.	
2	J. H. Scott.....	1	A. H. Barnes.....	1
	Chicago, Ill.		Chicago, Ill.	
2	W. T. Cooper.....	1	L. T. Brooking.....	0
	Chicago, Ill.		Funk, Neb.	
2	J. Howe, Jr.....	2	W. H. Geckler.....	0
	Chicago, Ill.		Indianapolis, Ind.	
2	P. Doran.....	2	A. Carlson.....	0
	Chicago, Ill.		Chicago, Ill.	
2	A. W. Valentine.....	2	T. Patterson.....	0
	Rock Island, Ill.		St. Louis, Mo.	
	B. Backus.....		H. Moore.....	Rtd.
	Grand Ledge, Mich.		Milwaukee, Wis.	
	B. March.....		W. E. Thomis.....	Rtd.
	St. Louis, Mo.		Danville, Ill.	

Second Round.

2	J. T. Bradford.....	1	P. Doran.....	0
1	W. T. Cooper.....	3	B. Backus.....	0
2	J. H. Scott.....	2	J. Howe, Jr.....	0
	A. W. Valentine.....		B. March.....	Rtd.

Third Round.

1	J. T. Bradford.....	3	J. H. Scott.....	0
1	W. T. Cooper.....	3	A. W. Valentine.....	0

Final Round.

3	J. T. Bradford.....	0	W. T. Cooper.....	0
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For Third and Fourth Prizes.

1 A. W. Valentine..... 0 J. H. Scott..... 1
Both players agreed to divide Third and Fourth Prizes.

Intermediate Round.

3 P. Doran..... 0 B. Backus..... 0
J. Howe, Jr..... B. March.....Rtd.

For Fifth and Sixth Prizes.

1 P. Doran..... 3 J. Howe, Jr..... 0

PRIZE WINNERS.



Standing—Peter Doran, Chicago, Ill.; Walter T. Cooper, Chicago, Ill.; John T. Bradford, San Francisco, Cal.; A. W. Valentine, Rock Island, Ill.

Sitting—Alfred Jordan, Wallaceburg, Ont.; Newell W. Banks, Detroit, Mich.; Louis C. Ginsberg, Brooklyn, N. Y.; Hugh Henderson, Pittsburg, Pa.

THE PRIZE WINNERS, CONTESTANTS AND OFFICIAL.

HUGH HENDERSON, winner of the American Championship for the second time and the first cash prize of \$100.00, was born in Muirkirk, Scotland, 43 years ago. He has been a prominent figure in many of the Scottish tourneys, on two occasions reaching the finals, 1901 and 1905, being retired by Stewart and Buchanan respectively. At one time or another he has in his enviable tourney record retired such noted exponents of the game as Ferrie, Buchanan, Campbell, Battersby, Bryden, Jackson, Burns, Scobie and Taylor. In the International match, England vs. Scotland (1903), he succeeded in retiring Morrall and Atwell, two English experts, and in the Second American Tournament defeated Alfred Jordan by the score of 1 to 0 and 7 draws.

Upon several occasions he has won the Pennsylvania championship and has figured in two important stake matches, *viz.*, against N. W. Banks and J. D'Orio, the former he lost by the narrow margin of one game, but the latter he won handily. He coached C. F. Barker for his match with J. A. Drouillard, which the former won decisively. He edits a valuable column in the Pittsburgh Dispatch.

By again defeating Alfred Jordan, repeating his success of 1912, he has distinguished himself as one of the world's best.

ALFRED JORDAN (Second Prize, Major, \$70), champion of Scotland, 1912, and multi-champion of England, has a very enviable record. For a complete sketch of his career the reader is referred to the Banks-Jordan Match Games book. Briefly stated, he has made a triumphant tour of America and has been successful in many subscription matches. In two matches on the go-as-you-please style he has met defeat at the hands of M. E. Pomeroy, of Binghamton, N. Y.

He played a match with Newell W. Banks, Detroit, Mich., in November, 1914, at Kansas City, Mo., for a side wager of \$500.00, aggregating a purse of \$1,000.00, and the restricted championship of the world, which termin-

ated a tie, two wins each and thirty-six drawn games. He has made preparations to be at the World's Fair at San Francisco, Cal., 1915, appearing in a novelty checker exhibit. He lost his only game in this tournament to Hugh Henderson.



ALFRED JORDAN, Second Prize.

NEWELL W. BANKS (dividing Third and Fourth Prizes, Major, \$57.50) is America's premier contender for the world's championship. Since his last match for the title and a purse of \$1,000.00 in Kansas City, Mo., last November, he has been doing but little studying—rather resting his eyes to appear in good condition for his prospective match with Robert Stewart in San Fran-

cisco, Cal. For a complete biographical sketch the reader is referred to the Banks-Jordan Match Games book.

He has played many important stake matches, and in this respect is a total stranger to defeat, memorable among these are his matches with Brown, Harrigan, Henderson and Jordan, the latter succeeding in holding him level, the score being 2 to 2 and 36 draws. While in



NEWELL W. BANKS. Dividing Third and Fourth Prizes with
Louis C. Ginsberg.

Kansas City, Mo., he played a match of twenty games with Harry Lieberman for a purse of \$100.00 (Mr. E. H. Greene allowing each player \$5.00 for each win scored and \$5.00 for a draw divided equally), scoring six wins and fourteen draws.

As an adept at blindfold checkers he may be recognized as one of the greatest and most penetrating geniuses the world has ever produced, the acknowledged peer of any in America. At rapid simultaneous play, his losses are so few as to again evince the characteristics of the master-mind. His unfortunate tilt with the Committee on Arrangements, where said committee voted against the ballot in the semi-final round, may be to some extent responsible for his loss to Jordan. His recent remarkable exhibition in Chicago, Ill., where he played six of the strongest players in that state, without sight of the boards or men, not losing a single game, places him immediately on a high pinnacle of fame.

LOUIS C. GINSBERG (dividing Third and Fourth Prizes, Major, \$57.50) was born in Brooklyn, N. Y., and is but 21 years of age, and an expert of established rank. In the Second American Tournament he scored 1 win and 2 draws against A. Jordan, and had but to draw the last game to relegate the then Anglo-Scottish champion to the Minor division. His exhibition play is excellent, this being especially manifest through his Eastern tour. His annotations of a great part of this work are beyond criticism and reveal a tremendous grasp of the finer points of the game.

The possessor of a valuable manuscript, he has his lines arranged as well as any player living; his long siege of sixteen games with the winner of the tournament, ere he lost a game, places him at once as one of the leading stars in the checker firmament.

HARRY LIEBERMAN (Fifth Prize, Major, \$50.00) has just passed his twenty-second year. In the Second American Tourney he distinguished himself by winning fourth Major prize, \$100.00. In this tourney he lost but one game.

HARRAH B. REYNOLDS (Sixth Prize, Major, \$45.00) was born May 21, 1872, at Flushing, N. Y. He was a member of the international team selected from the United States to play against the British team in Boston, Mass., in 1905, and has competed in the three

national tournaments which have been held. In the first he secured fourth place, in the second tourney he secured second place, and in this he won sixth place. He also was a member of the New York State team in each of the two matches, New York State versus Massachusetts, and in the first of these matches organized the New York

OFFICIAL STAFF.



Standing—Prof. H. C. Hartshorn, Secretary and Treasurer American Checker Assn.; Frank R. Wendemuth, ex-Vice-President American Checker Assn.; Harvey L. Hopkins, Official Referee American Checker Assn.; John Howe, Sr., Asst. Official Referee American Checker Assn.

Sitting—A. W. Valentine, ex-President American Checker Assn.; E. H. Greene, President American Checker Assn.

State team and was elected as captain thereof. He also had an active part in the organization of the Rochester, N. Y., checker club over twenty years ago, the club having met in the same room throughout all these years.

JOHN T. BRADFORD (First Prize, Minor, \$40.00) is a member of the Eastern school of experts, though for the past three or four years has made the Golden State his home. There he played two important matches, against J. A. Drouillard and J. D'Orio, losing the former and winning the latter. He won the championship of the Pacific Coast in 1914, and has the record of winning more games than any other player in the tournament.



A. W. VALENTINE, Official Referee of the Banks-Jordan Match, ex-President of the American Checker Association.

A. W. VALENTINE (dividing Third and Fourth Prizes, Minor, \$17.50) was ushered into existence in Mercer County, Ill., April 20, 1852. At the age of 12 his father taught him the rudiments of the game, and

after a short course of study, in 1887 he bought his first book on the game, Spayth's American Draught Player. In 1889 he won the championship of the State of Illinois, held in Moline, and has since given an excellent account of himself in state tourneys.

Mr. Valentine participated in the Second American Tournament, held at Cedar Point, Ohio, in 1912, and won a prize in the Third American Tournament. Of late years Mr. Valentine plays more for science and pastime rather than where it may be a question of endurance.

He has been referee or timekeeper in almost every important match staged in America since his debut in the checker world, and the manner and efficiency he has filled these numerous positions has met with the respect and admiration of the entire checker fraternity.

As late president of the American Checker Association, he has evinced not only executive ability of a high order, but administrative qualities thus far unparalleled in the history of the organization. At a regular meeting of the American Checker Association it was unanimously suggested to make the 14th of February, a legal holiday, "Valentine's Day."

WALTER T. COOPER (Second Prize, Minor, \$30.00) was born in England of Celtic parentage. It was while in Sydney, N. S. W., a decade or so ago that he began to take active interest in the game. Mr. Cooper has several interesting checker problems bearing his name, and traveling extensively as he has on land and sea, has aided him in acquiring considerable natural ability.

He is a member of the Illinois State Checker Association.

JOSEPH H. SCOTT (dividing Third and Fourth Prizes, Minor, \$17.50) is rather a strong crossboard player and has made some excellent scores with the experts visiting the Windy City. In local and state championship tournaments his name is generally near the top of the list. In 1910 he played a subscription match of 20 games with George M. Tanner, winning by the score of 5 to 2 and 11 draws.

PETER DORAN (Fifth Prize, Minor, \$12.00) was born in Ireland in 1872 and crossed the Atlantic, locating in Portland, Oregon. Later Mr. Doran moved to Chicago, where he has entered and won City and State championships. He is a student of the game of acknowledged standing, and coupled with an excellent memory, Mr. Doran possesses a rare, cumulative knowledge of published play and is regarded by many as one of the best posted players in America. Employed by a large publishing corporation as watchman, playing during the day and working at night, one might say that he entered this tournament more for sociability and diversion rather than with any object of winning a prize.

JOHN HOWE, JR., (Sixth Prize, Minor, \$8.00) the youngest competitor in the tournament, is but 18 years old, born March 15, 1897. At present he holds the Class B championship of Chicago, Ill., aspiring to the juvenile championship of the United States, a title now held by Millard F. Hopper, of New York City, N. Y. Master Howe is secretary of the Chicago South Side club and has been appointed assistant secretary of the American Checker Association.

THOMAS J. O'GRADY, a native of New York State and a charter member of the Rochester Checker club, has played almost all of the leading American players with highly creditable scores; memorable among these are his matches with J. F. Horr and A. Jordan. The first was played to a tie and his last session with the noted English expert were all draws.

Business has prevented Mr. O'Grady from taking part in tournaments or set matches, but he stands ready to make things interesting for any expert coming to Rochester, N. Y.

GEORGE M. TANNER, a Chicago player who has an excellent tourney record. Mr. Tanner won the city tournament in 1911, again in 1914, and was in a three-cornered tie for first place in 1913. He defeated Morton

Spielman by the score of four wins to two and nine draws in a sixteen game match for the Chicago challenge cup. He has recently distinguished himself by winning a match of twenty games from J. B. Hanson.

WILLIS G. HILL, of Lawrence, Mass., the internationalist, formerly of Nashua, N. H., was champion of that state before the international match, where he made the winning record (six wins) for the American team. He was a member of the Massachusetts team in the last interstate match with New York, which the former won by the score of 7 to 6. There he acquitted himself creditably by drawing all of his games with J. F. Horr, one of the leading stars in the Empire State. Mr. Hill won a stake match from E. C. Waterhouse just prior to the Second American Tournament and secured the highest number of points in the preliminary round of the tourney here recorded.

THOMAS J. HARRIGAN, ex-champion of Pennsylvania, is a player who will rank with the modern school of experts. A devoted student of the game, he finds considerable pleasure in exchanging ideas on the finer points of the game, and, on account of his time being so limited, does not get very much cross-board practice.

CHRISTOPHER NELSON, a resident of New York City, has made excellent scores with most of the experts he has met. In the third round of the Second American Tournament he was only retired by J. F. Horr, and was paired against A. Jordan in the very first round of the Major tourney this year, where he lost one game, drawing the remaining five. His play on the Edinburgh opening, in the Consolation tourney, in this book, shows him to be in a class with some of America's best.

PATRICK WHALEN, a Chicagoan by choice, was one of the contenders for high honors in the Second American Tourney. There he had the internationalist, H. B. Reynolds, at his mercy in their last game, where he seemed to have missed an easy win by second position that might have reversed the score. That he should lose three straight games to O'Grady was one of the surprises of this tourney.

JESSE B. HANSON, of Sacramento, Cal., traveling a distance of 2,500 miles to compete in the American Tourney, is certainly a player who is rapidly coming to the front. He has played many subscription matches, from California to Maine, from Tampa, Florida, to St. John's, New Brunswick, Canada.

But for the fact that he allowed H. B. Reynolds, the internationalist, to escape with a draw from an apparently hopeless position, young Hanson would have been easily assured of a valuable prize.

Morris Alburtus, the showman, took Jesse to Europe with him in 1912, and there he met and played with many notable English experts, *viz.*, Morrall, Coleman, Hynd, etc., with highly creditable scores.

Returning from England and Scotland, Hanson impersonated the "man of mystery" behind the scenes of Ajeeb at the Eden Musee. He has since made another trans-continental trip.

L. T. BROOKING, Funk, Nebr., four-time champion of that state, winning the title in 1900, 1905, 1908 and 1914, is a player exceptionally well posted on the scientific points of the game. This he made manifest in the preliminary round, where he drew both of his games with Banks, Lieberman and Wendemuth, and came within one point of qualifying for the Major division. Possessing an excellent manuscript of all of the two-move openings, Mr. Brooking finds considerable enjoyment in arranging most of his lines for any serious encounter. He has a rare and valuable violin which he plays with surpassing skill.

Mr. Brooking was elected one of the vice-presidents of the American Checker Association for the ensuing two years.

FRANK R. WENDEMUTH, several times winner of the Illinois State tourney, is a player well posted on all important lines of restricted play. Mr. Wendemuth won the Chicago challenge cup twice in succession, and is the possessor of one of the largest and most valuable libraries in the Central West.

J. DEMPSEY. an expert player and an analyst of some repute, first took scientific interest in checkers in Chicago, Ill., a few years ago. His play in the (Edinburgh opening) Consolation tourney against acknowledged experts is highly creditable, and reveals an accumulated knowledge of highly analyzed play on this most interesting of all openings.

MORTON SPIELMAN, a Chicago product, and a player rapidly coming to the front. He has made some remarkable scores in local tournament play, succeeding in capturing first prize in a tournament held in Chicago, Ill., advertised for the Northwestern championship—where he retired several of the State's best players. He succeeded in winning the Chicago Challenge Cup on one occasion.

JOHN W. BOLTON was born in LeRoy, Minn., January 16, 1860. His parents removed to Vermont, where he first learned to play the game of checkers when about ten years old. He resides in Lawrence, Mass., where he owns a plant engaged in the manufacture of paper-mill machinery.

Mr. Bolton's performance of breaking even with the American champion was met with a general outburst of admiration.

At the Association's regular business meeting, held in Chicago, Ill., January 11, 1915, he was elected Vice-President of the American Checker Association.

THOMAS PATTERSON, a resident of St. Louis, Mo., and manager of the Purity Seal Lunch Co., has played checkers off and on since he was seven years old. He has been especially successful in scoring games from experts visiting the Mound City, such as Banks, Hanson, Jordan, etc.; his last session with the latter, each scoring two wins and three draws.

BERT MARCH, the noted Chicago-Springfield-St. Louis expert, was born at Dixon, Ill., September 16, 1869. He has met and played many games with John T. Denvir at Springfield, Ill., with highly creditable scores. Mr.

March has been a regular attendant at the yearly outings at Cedar Point, Ohio, and in 1910 succeeded in being tied for fifth place in a group of twenty-four competing experts.

ARTHUR H. BARNES, a Chicago player with considerable natural ability, should have finished much higher. Arthur was hardly at himself, being somewhat under the weather during the meet.

H. E. MOORE, Milwaukee, Wis., is a winner of the local championship twice in succession, 1908, 1909, and the Pabst Blue Ribbon Trophy—a large silver loving cup. Though not having had much hard cross-board practice of late years, Mr. Moore is sure to give a good account of himself at future tourneys.

B. BACKUS, Grand Ledge, Mich., is a player belonging to the older school of experts. Mr. Backus entered the tournament more with the object of meeting all the players again and having an all-around sociable time for a week or ten days than with any idea of achieving fame.

W. E. THOMIS, Danville, Ill., a fair player possessing all the qualities that make the expert, entered the tournament with the primary object of meeting with all the players. He distinguished himself by breaking even with the noted Brooklyn expert, L. C. Ginsberg.

W. H. GECKLER, Indianapolis, Ind., is a player who has some natural ability. This was his initial appearance in the American tournaments and it is likely will give a better account of himself at future meets.

A. CARLSON, Chicago, Ill., who recently began a systematic study of the game under the able tutorship of Mr. F. R. Wendemuth, the noted Illinois expert, has been making rapid strides. He managed to secure wins from heavier opponents, and if this is any criterion of his skill he may have to be reckoned with in the next tourney.

H. C. HARTSHORN, Chicago, Ill., as a checker expert belongs to the latest and youngest school. In his

short career in checkers he has accomplished much—both from the playing standpoint and from the executive. Prof. Hartshorn is one of the very few players living to have defeated Alfred Jordan most games in a cross-board sitting. The South Side Checker Club, Chicago, was organized by him, together with J. H. Scott, Chicago, and others, in 1904; today that club is one of the strongest and best equipped in the world.

In 1912 he won the Illinois state championship, also the Chicago city championship, holding both titles at the same time.

At the Cedar Point Outing Tourney, in 1913, Prof. Hartshorn represented the Associated Press and also acted as special correspondent for the *Chicago Daily News* throughout the entire proceedings of the tourney; he has performed the same service at all the later tournaments held in Illinois. At present Prof. Hartshorn is checker editor of the *Chicago Daily News* and one of the Vice-Presidents of the Sportsman's Club of America, and it was through his efforts that the Association was enabled to hold the tourney in their spacious quarters on Michigan Boulevard.

At the biennial meeting of the American Checker Association he was elected Secretary and Treasurer for the ensuing two years; he is also the Secretary and Treasurer of the Illinois State Checker Association.

HARVEY L. HOPKINS, Chicago, Ill., was born in Eaton, Madison County, New York, May 13, 1842; educated at district and union schools and Hamilton Academy; taught district schools; admitted to the bar of New York, Iowa and Illinois. Mr. Hopkins practiced in Morrisville, then the county seat of said Madison County, the firm's name being Barclay & Hopkins. Moving to Chicago in 1877, Mr. Hopkins began the manufacture of his choice mowers, of which he has issued many valuable patents; first mower patent, December 17, 1861; last, December 22, 1914. He is the author of "Law and Facts on Patents and Invention," published by Chas. J. Johnson, Chicago, 1887.

Mr. Hopkins organized and incorporated the Chicago Chess and Checker Club, December, 1888; was its

President for seven consecutive years. He is the official referee for the American and Illinois State Checker Associations and the South Side Checker Club, Chicago.

A devoted friend of the late James P. Reed, of Pittsburgh, he was his manager when he won his great match with Charles F. Barker in Chicago, in 1889. He has written and delivered a lecture on checkers.



E. H. GREENE, Promoter of the Banks-Jordan Match, President of the American Association.

E. H. GREENE, Kansas City, Mo., commenced teaching at the age of sixteen in the country schools of his native county; attended the State Normal at Shippensburg, Cumberland County, Pa., for three and one-half years, and owing to failing health was unable to finish

the four-year course. In 1878 Mr. Greene came west and taught school for two years in Scott County, Iowa, but was compelled to abandon his chosen profession on physician's advice and seek out-door employment.

In the early eighties he sold fire apparatus, with headquarters in Chicago; during this period, from 1881 to 1887, traveling extensively over the Western states. In 1890 he associated himself with the Insurance Bureau of the Board of Underwriters, where he was a general inspector until the Spring of 1895; later, with headquarters in St. Paul, in the capacity of electrical inspector for the St. Paul Bureau. After two years he returned to Kansas City, Mo., and again associated himself with the Missouri Inspection Bureau, remaining with that corporation until December 1, 1914, covering in all twenty-four years of service in this work. For the past seven or eight years he has specialized in electrical and hydraulic engineering, and during a period of twenty-two years' continuous work in the state of Missouri he has visited every town of 500 inhabitants. This work of inspection makes him one of the best posted men on construction fire hazards in the United States.

Mr. Greene was one of the charter members of the first checker club organized in Kansas City, Mo., in 1887. He organized the present Kansas City Chess, Checkers and Whist Club in 1905, under whose auspices many notable checker events have been staged. He has been the President of the Kansas City Chess, Checkers and Whist Club for the past five years. Under his vigorous protest he was elected to the office of President of the Mound City Checker Club of St. Louis, Mo.

For the past four months he has devoted his entire time to the interests of the game, being the publisher of the Banks-Jordan match games book and the Third American tourney book, and is now at work on a complete checker directory of the United States and Canada. This work aims to give the name and address of every checker player, and the name and address of every checker club and checker resort in the United States and Canada. This will be published in loose-leaf form.

During the next two years it is the intention of Mr. Greene to wage a campaign of education and work for

the representation of every State Association in the American Association, so that, in the Fourth American Tourney, there may be ninety-six instead of thirty-two entries. To this end he asks the hearty co-operation of checker players in the United States.

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1, 2, 21, 22, 25, 26, 29, 30, 31, 32, 35, 36, 307, 308, 309, 314, 315, 316, 337, 338, 339, 340, 341, 342, 343.

Geckler, W. H.

70, 72, 73, 296, 297, 298, 299.

Ginsberg, L.

48, 49, 52, 53, 62, 63, 64, 65, 66, 67, 163, 164, 165, 166, 167, 168, 200, 201, 202, 203, 204, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 265, 266, 267, 268, 269, 270, 271, 272.

Hanson, J. B.

9, 10, 13, 14, 19, 20, 27, 28, 29, 30, 39, 40, 43, 178, 179, 180, 181, 182, 183, 200, 201, 202, 203, 204, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 340, 341, 342, 343.

Harrigan, T. J.

79, 80, 83, 84, 87, 88, 93, 94, 95, 96, 105, 106, 109, 157, 158, 159, 160, 161, 162.

Henderson, H.

1, 2, 13, 14, 15, 16, 23, 24, 41, 42, 152, 153, 154, 155, 156, 205, 206, 207, 208, 209, 210, 211, 212, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264.

Hill, W. G.

89, 90, 91, 92, 93, 94, 101, 102, 103, 104, 108, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193.

Howe, J., Jr.

74, 75, 77, 78, 87, 88, 91, 92, 296, 297, 298, 299, 321, 322, 323, 324.

Jordan, A.

76, 81, 82, 95, 96, 99, 100, 103, 104, 107, 146, 147, 148, 149, 150, 151, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 259, 260, 261, 262, 263, 264.

Lieberman, H.

112, 113, 130, 131, 132, 144, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 213, 214, 215, 216, 217, 218, 273, 274, 275, 276, 277, 288, 289, 290, 291, 292.

March, B.

120, 121, 139, 140, 140A, 145.

Moore, H.

54, 55, 71.

Nelson, C.

46, 47, 54, 55, 56, 57, 62, 63, 68, 69, 146, 147, 148, 149, 150, 151.

O'Grady, T. J.

3, 4, 11, 12, 33, 34, 35, 36, 39, 40, 44, 169, 170, 171, 172, 205, 206, 207, 208, 209, 210, 211, 212, 273, 274, 275, 276, 277.

Patterson, T.

17, 18, 37, 38, 43, 44, 303, 304, 305, 306.

Reynolds, H. B.

50, 51, 52, 53, 58, 59, 60, 61, 68, 69, 72, 73, 157, 158, 159, 160, 161, 162, 194, 195, 196, 197, 198, 199, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292.

Scott, J. H.

77, 78, 79, 80, 81, 82, 97, 98, 101, 102, 310, 311, 312, 313, 321, 322, 323, 324, 325, 326, 327, 335, 336.

Spielman, M.

3, 4, 7, 8, 23, 24, 25, 26, 27, 28, 45, 152, 153, 154, 155, 156.

Tanner, G.

46, 47, 58, 59, 64, 65, 70, 178, 179, 180, 181, 182, 183.

Thomis, W. I.

48, 49, 60, 61.

Valentine, A. W.

114, 115, 122, 123, 124, 125, 126, 127, 128, 129, 130, 139, 140, 303, 304, 305, 306, 328, 329, 330, 331, 335, 336.

Wendemuth, F. R.

110, 111, 118, 119, 120, 121, 122, 123, 131, 132, 133, 134, 142, 173, 174, 175, 176, 177.

Whalen, P.

110, 111, 116, 117, 128, 129, 137, 138, 169, 170, 171, 172.

PRELIMINARY TOURNEY GAMES.

Group 1.

P. DORAN vs. H. HENDERSON.

GAME 1. Dundee 12 16 2420.

Doran's Move.

12 16	<i>a</i> 25 22	8 15	21 14	1 6	31 27
24 20	16 19	23 18	2 7	32 28	11 16
8 12	24 15	14 23	<i>c</i> 30 25	<i>f</i> 8 12	27 24
28 24	11 25	27 11	4 8	<i>g</i> 21 17	19 23
9 14	29 22	7 16	22 18	<i>h</i> 16 19	26 19
22 17	<i>b</i> 12 16	17 14	<i>d</i> 6 9	17 13	16 23
3 8	20 11	10 17	25 21	7 11	24 19

W. W.

- a.* This is one of the strongest attacks of the Dundee opening and extreme care must be taken to avoid the pitfalls and snares that are set for the unwary.
- b.* Probably best at this stage as it restricts the White attack to very few lines; 8 11 also draws and was at one time considered the best move, but popular opinion now considers the text the best move.

c.

22 18	5 23	32 27	6 10	27 23	7 10
6 10	26 12	1 6	31 27	15 18	19 16
14 9	10 15	27 24	10 14	23 19	18 22

Drawn. Published play

d. The beginning of the weakness in the Black formation, although a draw can no doubt be established. The following is the most natural continuation:

6	10	21	14	1	6	23	16	6	9	10	3
25	21	8	11	32	27	11	20	15	10	18	22
10	17	<i>e</i> 26	23	16	19	18	15	9	18	Drawn	

e. 32 28, 1 6, 28 24, 6 10, 24 20, 10 17, 18 15. Drawn.

f. The loss can be chalked up to this move. If there is a draw lurking it is very problematical.

g. From here White scores a very fine win, and allows no loophole for escape.

<i>h.</i>	9	13	16	20	24	28	6	9	27	23	26	22
	28	24	24	19	31	26	17	13	*6	1	15	10
	13	22	20	24	28	32	32	27	23	26	22	13
	26	17	19	15	26	22	13	6	*22	17	10	3
											W. W.	

GAME 2. Dundee 12 16 24 20.

Henderson's Move.

12	16	5	14	1	6	15	22	16	20	10	17
24	20	<i>a</i> 23	19	25	22	21	17	5	1	19	15
8	12	16	23	12	16	<i>c</i> 8	12	15	18	11	16
28	24	27	9	32	28	13	9	24	19	<i>d</i> 5	9
9	14	6	13	6	10	11	15	4	8	16	19
22	18	26	23	23	18	20	11	1	5	15	11
3	8	10	15	<i>b</i> 13	17	7	16	8	11	19	23
18	9	31	27	22	13	9	5	17	14	B. W.	

a. This is another very strong attack of the "Dundee" opening and is known among experts as the "Boston line."

b. The only move to draw.

c. 11 15, 20 11, 7 16, 30 26, 22 31, 24 20, 31 24, 28 3. White wins.

d. Very poor; 15 10 as played by Henderson vs. Jordan in the finals is very much better.

THOMAS J. O'GRADY v. NORTON SPIELMAN.

GAME 3. Dundee 12 16 24 20.

O'Grady's Move.

12 16	5 14	1 6	10 15	12 16	23 26
24 20	23 19	25 22	18 14	29 25	25 22
8 12	16 23	<i>b</i> 12 16	8 12	16 19	26 31
28 24	27 9	<i>c</i> 30 25	14 10	32 28	22 18
9 14	6 13	<i>d</i> 6 10	7 14	19 23	31 26
<i>a</i> 22 18	26 23	<i>e</i> 22 18	23 19	24 19	9 5
3 8	10 15	15 22	16 23	15 24	26 23
18 9	31 27	25 18	27 9	28 19	W. W.

- a.* 22 17 as played in the next game is another strong alternative. See notes to Game 1.
- b.* It is weak to take the 2 for 2 by 15 19, as it leaves Black with a critical ending.
- c.* Varies from Game 2.
- d.* Beware of 8 12, which loses thus

8 12	23 18	11 20	24 6	4 8
32 28	16 19	18 11	2 9	21 17
6 10	20 16	7 16	28 24	W. W. P. P.

- e.* The weakness in the White formation; P. P. gives the following:

32 28	22 18	21 14	14 9	24 15	17 13
16 19	12 19	13 17	17 22	22 25	11 18
23 16	18 14	25 21	21 17	29 22	9 6
8 12	10 17	*4 8	15 18	18 25	2 9 Drawn

GAME 4. Dundee 12 16 24 20.

Spielman's Move.

12 16	7 16	<i>f</i> 14 18	15 24	24 27	6 15
24 20	24 20	<i>g</i> 21 17	22 8	22 18	11 27
8 12	<i>c</i> 16 19	19 23	5 9	27 31	26 31
28 24	23 16	27 24	25 21	3 8	27 24
9 14	12 19	16 19	9 14	31 26	22 25
<i>a</i> 22 17	20 16	11 8	8 3	8 11	21 17
3 8	<i>d</i> 8 12	4 11	14 18	10 15	25 29
<i>b</i> 26 22	16 11	31 26	29 25	17 14	<i>h</i> 17 14
11 15	12 16	19 28	18 23	15 22	W. W.
20 11	17 13	26 19	25 22	14 10	

- a. Varies from preceding game and was quite popular with the Scotch experts a score of years ago.
- b. C. F. Barker was partial to this line in preference to 25 22, which is equally as strong.
- c. A great improvement on 5 9, 20 11, 15 18, 22 15, 10 26, etc., as played between Whalen and O'Grady, in which the latter introduced an improvement of P. P.
- d. The consensus of opinion among experts seems to prevail that the text move is the best, although the late R. Jordan favored 8 11. Stewart vs. R. Jordan played the following game on 8 11 in their match for the world's championship:

8 11	25 18	11 16	31 24	31 22	22 18
16 7	10 15	14 10	16 20	30 25	8 11
2 11	18 14	19 24	3 7	22 18	18 14
22 18	15 18	10 7	20 27	25 22	1 6
14 23	^e 14 10	18 23	7 10	18 25	21 17
27 18	6 15	7 3	27 31	29 22	6 9
15 22	17 14	24 27	10 26	4 8	Drawn

- e. Quite necessary to hold the advantage; 17 13 followed by 29 25 also draws, but if instead of 29 25 White was to pitch 13 9, Black would win thus:

17 13	14 10	7 3	31 27	3 7	11 15
11 16	16 20	9 14	4 8	12 16	19 24
13 9	10 7	3 7	7 3	7 11	15 22
6 13	5 9	19 23	8 12	16 19	24 31 B. W.

Annotators Jordan-Stewart match.

- f. Loses; the correct play here would run something like this:

5 9	14 23	10 14	14 17	19 23	23 26
22 18	27 18	18 15	21 14	21 17	11 7
15 22	16 20	1 5	9 25	5 9	2 18
25 18	29 25	25 22	30 21	31 27	27 24

Drawn Jordan vs. Williams.

- g. O'Grady secures a grip which he holds to the finish.
- h. The Rochester expert scores his win in fine style.

J. T. BRADFORD vs. J. W. BOLTON.

GAME 5. Dundee 12 16 24 20.

Bradford's Move.

12 16	20 11	4 8	25 22	15 24	26 22
24 20	7 16	<i>c</i> 29 25	11 16	8 3	24 28
8 12	24 20	8 12	24 20	25 29	22 15
28 24	15 19	17 13	14 18	3 7	25 22
9 14	20 11	<i>b</i> 2 7	20 11	1 5	31 26
22 17	8 15	22 17	18 25	7 14	22 31
3 8	23 16	7 11	11 8	9 18	14 10
<i>a</i> 32 28	12 19	27 24	19 24	17 14	W. W.
11 15	25 22	5 9	28 19	29 25	

a. A very strong line but not very well known.

b. The losing move; 5 9 draws as follows:

5 9	18 27	6 15	19 26	12 19	23 26
22 17	31 15	13 6	30 23	25 22	21 17
15 18	10 19	2 9	15 19	19 23	Drawn
<i>d</i> 27 23	17 10	26 23	23 16	22 18	

<i>c.</i> 17 13	27 24	17 10	21 17	29 25	25 22
8 12	15 18	6 15	19 24	12 16	18 25
22 17	24 15	13 6	28 19	17 14	30 14
5 9	10 19	1 10	15 24	10 17	Drawn
					Buchanan

d. If 27 24 then 18 22, 24 15, 10 19, 25 18, 14 23 and Black is very strong.

GAME 6. Dundee 12 16 24 20.

Bolton's Move.

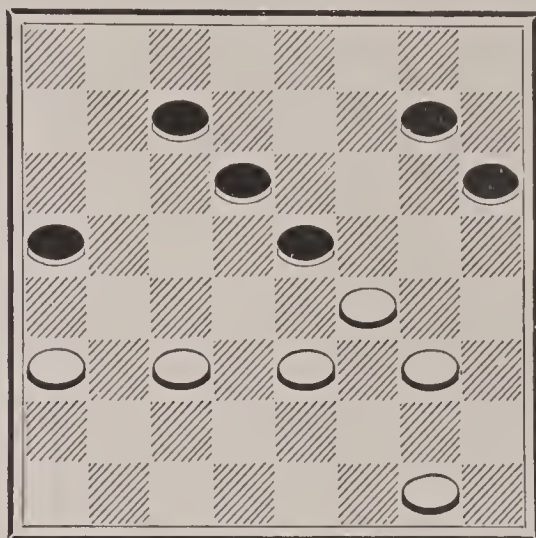
12 16	5 14	1 6	11 16	10 15	22 26
24 20	23 19	<i>a</i> 23 19	20 11	14 9	6 1
8 12	16 23	<i>b</i> 15 18	7 23	15 18	26 31
28 24	27 9	25 22	27 18	22 15	1 6
9 14	6 13	18 25	12 16	13 22	8 11
22 18	26 23	29 22	24 20	15 10	6 10
3 8	10 15	<i>c</i> 6 10	16 19	19 23	4 8
18 9	31 27	21 17	18 14	10 6	9 5

White wins.

a. Varies from Game 2.

b. 6 10 27 23 10 26 29 25 8 15
 25 22 15 18 30 23 11 16 25 22
 2 6 23 14 7 10 20 11 4 8

And the following position is formed:



White to move and win.

22 17, 13 22, 23 18, 8 11, 18 14,
 10 17, 19 1, W. W. Banks vs. Lieberman.

c. Loses; to draw proceed thus:

6 9	10 14	7 10	8 15	10 14	26 30
27 23	30 26	26 22	20 16	19 10	Drawn
7 10	2 7	11 15	14 17	12 26	P. P.
32 28	d22 18	18 11	21 5	5 1	

d. 19 16, 12 19, 23 16, 8 12, 24 19, 4 8,
 26 23, 11 15, Dr. Dunne.

J. T. BRADFORD vs. M. SPIELMAN.

GAME 7. Kelso 10 15 22 17.

Bradford's Move.

10 15	25 21	5 9	30 25	19 23	7 2
22 17	16 19	22 17	21 30	7 3	1 5
11 16	29 25	11 16	24 20	10 14	2 9
a17 14	d6 9	17 13	30 23	3 7	5 14
9 18	14 10	2 6	27 4	14 18	11 15
23 14	7 14	10 7	9 14	4 8	26 30
8 11	17 10	3 10	20 11	17 22	15 10
b21 17	9 14	21 17	14 17	8 11	22 25
c4 8	25 22	14 21	11 7	23 26	e10 17

White wins.

- a. This move was first introduced by J. Alexander, the well known "English" expert.
- b. A very interesting line and allows plenty of scope for both sides.
- c. Ginsberg vs. Lieberman played thus:

6 9	29 25	7 14	24 6	20 27	6 2
26 23	4 8	17 10	9 13	32 14	11 16
9 18	30 26	5 9	26 17	16 19	2 6
23 14	16 19	10 6	2 9	14 10	16 20
16 20	25 22	1 10	17 14	8 11	6 10
25 21	12 16	22 18	9 18	10 6	23 27
11 16	14 10	15 22	27 34	19 23	Drawn

- d. Very weak, and no doubt the cause of the Black loss, but Black has so much stronger play that the text move is not worth consideration. The correct play would run thus:

6 10	12 16	15 19	10 17	8 11	2 18
25 22	*27 24	24 15	21 14	31 26	26 23
1 6	19 23	11 25	25 29	6 9	18 22
24 20	26 12	17 13	32 27	13 6	23 19

Drawn—A. Jordan vs. Ginsberg.

- e. The copy book stops here, but White looks strong enough to win.

GAME 8. Kelso 10 15 22 17.

Spielman's Move.

10 15	26 17	8 11	30 26	6 9	18 9
22 17	8 11	25 22	7 10	11 7	5 14
11 16	a27 23	16 20	14 7	1 5	6 9
23 18	b11 15	c31 27	3 10	22 18	22 26
15 22	24 19	5 9	26 22	13 17	9 18
25 18	15 24	22 18	2 6	7 2	26 31
9 14	28 19	9 13	18 15	17 22	27 24
18 9	4 8	17 14	g10 14	2 6	20 27
6 22	29 25	d11 16	15 11	h9 13	i18 22

White wins.

- a. This line of play has figured in the recent English and Scotch tourneys quite frequently, although 29 25, 4 8, 24 19, 16 23, 27 18, etc., draws.
- b. The best reply and gives Black an even game.

c. 32 27 also leads to interesting play thus:

1 6	6 9	3 10	10 14	5 14	14 18
22 18	17 14	25 22	22 18	15 11	23 7
11 16	7 10	9 13	2 7	7 10	16 32
f30 25	14 7	18 15	18 9	11 8	Drawn

Ward vs. Jordan.

d. Spielman misses the sequel to his 5 9 move;

13 17	3 8	6 31	17 22	24 27	31 27
e30 26	12 3	32 28	23 18	10 7	3 7
12 16	2 6	31 24	20 24	27 31	27 23
19 12	3 10	28 19	14 10	7 3	Drawn

e. 19 15, 11 16, 30 26, 16 19, 23 16, 12 19 and Black is strong.

f. 30 26 26 22 17 14 14 7 18 15 15 11
 6 9 9 13 7 10 3 10 10 14 13 17
 Drawn—J. A. Kear, Jr., vs. John Hynd.

g. Quite a natural looking move to make, the play to force the win is very instructive. The following draws:

6 9	22 18	13 17	10 6	26 31	28 19
15 6	10 14	15 10	22 26	32 28	9 13
1 10	18 15	17 22	19 15	31 24	Drawn

h. 22 26, 6 13, 26 31, 18 9, 31 15, 13 17, 5 14, 17 19, W. W.

i. This ending cropped up several times in the tourney from different openings.

J. HANSON vs. J. W. BOLTON.

GAME 9. Second Double Corner 914 24 19.

Bolton's Move.

9 14	5 14	15 24	5 14	15 24	7 16
24 19	a28 19	28 19	26 22	27 20	18 14
11 15	8 11	b4 8	8 11	6 13	10 17
22 18	25 22	22 18	22 18	23 18	21 14
15 24	11 15	1 5	11 15	12 16	16 19
18 9	32 28	18 9	18 9	20 11	c29 25

Drawn

a. The game has evolved into a "second double corner," an opening considered strong for Black.

b. Against Ginsberg, Peter Doran of Chicago played:

7 11	5 14	11 15	8 11	11 18	2 9
22 18	29 25	22 18	30 26	17 13	21 17
1 5	4 8	15 22	6 9	10 15	Drawn
18 9	25 22	26 17	19 15	13 6	

c. The game has been played on published lines all through to the end.

GAME 10. Double Corner 9 14 24 19.

Hanson's Move.

9 14	b29 25	11 15	30 26	7 14	17 14
24 19	11 15	20 16	2 7	16 11	31 26
11 15	25 22	15 24	22 17	15 18	20 16
28 24	6 9	27 20	13 22	11 4	26 22
8 11	32 28	12 19	26 17	18 27	c16 11
a22 18	7 11	23 16	1 5	26 22	18 23
15 22	24 20	4 8	31 26	27 31	14 10
25 9	15 24	26 23	10 15	22 17	22 18
5 14	28 19	9 13	17 10	14 18	10 6

Black wins.

a. Probably the best move, as it apparently relieves White from a cramped position. The following variation was contested between Nelson and Ginsberg. The former handled the Black pieces:

22 17	11 8	27 23	19 16	23 19	22 17
11 16	4 11	19 24	14 18	15 24	10 19
24 20	25 22	23 19	16 11	28 19	17 3
15 24	11 15	7 11	9 14	31 27	2 7
20 11	31 27	29 25	32 28	22 15	3 10
7 16	15 19	5 9	24 27	27 23	6 15
27 11	23 16	17 13	26 23	25 22	Drawn
3 7	12 19	11 15	27 31	23 7	

b. 24 20 is better as it allows more scope for White.

c. A bad blunder: 14 10, 18 23, 10 6, 22 18, 6 1, 18 14, 1 6, Drawn.

T. J. O'GRADY vs. J. W. BOLTON.

GAME 11. Dundee 12 16 22 17.

Bolton's Move.

12 16	9 14	b7 10-1	15 19	15 18	26 31
22 17	18 9	23 18	22 17	31 27	17 26
16 19	6 22	8 11	19 23	23 26	31 22
24 15	26 17	30 26	17 13	6 2	27 24
a10 19	11 15	c1 5	9 14	26 30	20 27
23 16	29 25	17 14	18 9	2 6	32 23
11 20	4 8	10 17	5 14	30 26	3 7
25 22	25 22	22 6	13 9	6 10	28 24
8 11	5 9	2 9	11 15	18 22	7 11
22 18	27 23	26 22	9 6	10 17	24 19

White wins.

a. 11 18 as played by Banks and Jordan is a good alternative and paves the way for original lines.

b. The beginning of the weakness in the Black game that finally shows itself in the ending. The only tenable move is 9 13, which runs into old play, but 8 11 as given by "Shearer" in his "Handbook" for a draw loses. See Var. 1 for play on 8-11.

The play on 9 13 mentioned above would run thus:

9 13	23 18	15 19	26 17	24 27	18 15
30 26	1 5	23 16	20 24	26 22	11 18
7 11	17 14	12 19	17 13	27 31	14 9
32 27	8 12	22 17	3 8	22 17	Drawn
2 7	27 23	13 22	31 26	8 12	J. Yates.

c.	9 13	18 14	11 16	31 26	7 16	17 14
	32 27	3 7	23 18	20 24	14 7	W. W.
	d1 6	26 23	15 19	27 11	2 11	

Ferrie vs. R. Jordan

d. The position is identical with the Ferrie-Jordan game at the twenty-seventh move. See Ferrie-Jordan match games.

Var. 1.

8 11	31 27	1 6	9 5	14 23	f18 14
17 13	3 7	17 13	15 22	27 18	9 18
g9 14	22 17	18 22	5 1	6 9	28 24
13 9	15 18	25 18	7 10	13 6	W. W.
7 10	e30 25	10 15	23 18	2 9	Ginsberg

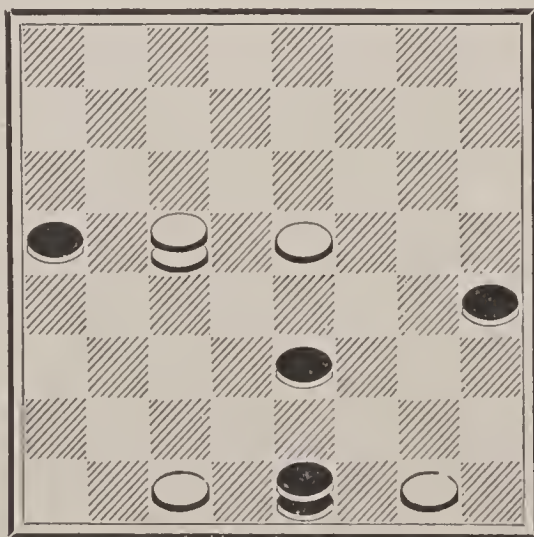
- e. Corrects a game between Hill and Searight, where the latter went 23 19 and only drew. 30 25 was suggested to win by Heffner in the International Match Book, but does not give any play.
- f. Shearer plays 21 17, overlooking the 3 for 2.
- g. 2 6 may be better.

GAME 12. Paisley 12 16 22 17.

O'Grady's Move.

12 16	<i>a</i> 27 18	1 6	25 22	2 11	18 15
22 17	12 16	29 25	9 13	15 8	26 31
8 12	28 24	11 16	19 15	13 17	<i>d</i> 15 10
17 14	8 12	24 19	16 19	7 3	31 26
9 18	26 23	<i>c</i> 7 10	23 16	5 9	10 7
23 14	16 20	14 7	12 19	3 7	26 22
10 17	31 27	3 10	22 18	17 22	14 10
21 14	<i>b</i> 6 10	18 15	14 23	7 10	22 18
4 8	25 21	10 14	27 18	22 26	7 2
24 19	10 17	15 11	19 23	10 14	18 14
16 23	21 14	6 9	11 7	9 13	Drawn

- a. Now the 18 14 bust of the "Paisley" opening.
- b. Not to be recommended, as it leaves Black with a very weak end game.
- c. 6 9, 25 21, 7 10, 14 7, 3 10, 18 14 and Black gets a narrow draw. A. Jordan.
- d. White misses a win. The diagram shows the position.



White to move and win.

15 11	10 15	11 8	15 19	3 8	11 16
31 26	17 21	24 27	31 27	31 27	31 27
14 10	15 10	10 15	8 3	8 11	16 20
13 17	20 24	27 31	27 31	27 31	W. W.

HUGH HENDERSON vs. J. B. HANSON.

GAME 13. Paisley 11 12 24 19.

Henderson's Move.

11 16	29 25	15 18	19 16	10 15	27 24
24 19	11 15	22 15	<i>f</i> 22 25	27 23	22 26
8 11	25 22	10 26	16 11	22 25	23 19
22 18	15 24	30 23	7 16	8 4	26 23
4 8	28 19	6 10	20 11	2 7	19 10
25 22	<i>a</i> 8 11	23 19	25 30	4 8	7 14
16 20	<i>b</i> 19 16	<i>e</i> 20 24	11 8	25 30	8 11
22 17	12 19	27 20	30 25	13 9	14 18
9 14	23 16	14 18	17 13	30 25	11 15
18 9	11 15	16 12	25 22	31 27	18 22
5 14	<i>d</i> 26 23	18 22	32 27	25 22	<i>h</i> 15 10

White wins.

- a.* A thorough understanding of the similarity of positions ensuing from the 9 14, 22 17, and 11 16, 24 19 respectively, are imperative to the arrangement of one's lines of play. Note that this is a characteristic position of the Double Corner Choice, *viz.*:

9 14	25 22	16 20	24 19	15 24	25 22
22 17	8 11	18 9	11 15	28 19	8 11
11 16	22 18	5 14	29 25	4 8	Etc.

<i>b</i> 22 18	23 16	30 26	32 28	13 9	6 2
1 5	11 15	7 11	6 10	14 17	7 10
18 9	26 23	16 7	28 19	21 14	2 7
<i>c</i> 5 14	15 18	2 11	11 15	10 17	10 14
19 16	17 13	23 19	19 16	9 6	7 10
12 19	10 15	15 24	3 7	18 22	W. W.

- c.* The loser, known as J. L. Richmond's correction, page 390, Alexander's Encyclopedia.

- d.* 17 13, 15 19, 22 18, 14 23, 27 18, 19 24, 21 17, 10 14, 18 9, 1 5, 17 14, 7 11, followed by 32 28 and eventually drawn. Montague vs. Ferrie.

- e. In the R. Jordan vs. Freedman match (see Dunne's Praxis) the world's champion took the 10 15 pitch here and drew easily thus: 10 15, 19 10, 2 6, 16 11, 7 16, 27 23, 6 15, 17 10, 20 24, *32 28, 16 20, Drawn. There seems to be a marked diversity of opinion regarding the text move. The encyclopedia considers it a loss, while Dunne's Praxis maintains it is a good line. However, the above play is the safest.
- f. Again, Mr. Henderson varies from "Modern Match Games," which goes 7 11 to draw.
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 7 11 | 27 23 | 10 15 | 13 9 | 18 14 | 2 7 |
| 16 7 | 25 30 | 14 10 | 23 26 | 6 2 | W. W. |
| 2 11 | 23 18 | 15 19 | 31 22 | 14 7 | |
| 32 27 | 30 25 | 17 13 | 25 18 | 21 17 | |
| 22 25 | 18 14 | 19 23 | g9 6 | 7 10 | |
- g. Corrects Dunne's Praxis, which submits 10 7, 3 10, etc.
- h. Mr. Hanson has managed the game in masterly style.

GAME 14. Paisley 11 16 24 19.

Hanson's Move.

11 16	11 16	1 6	6 10	10 14	31 27
24 19	b25 21	26 23	23 19	22 18	18 9
8 11	16 23	c11 16	e9 13	13 17	5 14
22 18	27 18	d25 22	18 15	11 7	13 17
16 20	4 8	16 19	2 6	17 22	27 18
a18 14	31 27	24 15	15 11	7 2	17 10
9 18	8 11	7 10	6 9	22 26	f18 15
23 14	29 25	14 7	27 24	2 6	Drawn
10 17	6 9	3 26	20 27	26 31	
21 14	28 24	30 23	32 23	6 13	

- a. The Paisley break, a position thoroughly threshed out.
- b. If 26 23, then 6 9 is proper. Wyllie vs. Stewart. See Var. 1.
- c. 6 10, 24 19, 10 17, 21 14 is very strong for White. A. Jordan vs. H. Henderson in a subscription match at Pittsburgh continued thus: 11 16, 25 21, 9 13, 18 15, 13 17, 23 18 and Jordan eventually won.

- d. A powerful line. 30 26 and 24 19 are the older continuations. Note that the move that draws against 24 19, *viz.*, 6 10, loses against the text by 30 26, 10 17, 22 6, 2 9, 21 17, 7 10, 18 14, 9 18, 23 7, 3 10, 26 23, 5 9, 17 13, W. W.
- e. T. J. O'Grady and W. G. Hill played 10 14 and 2 7 respectively, at this point, vs. Lieberman, with a drawn result.
- f. A beautiful ending, and although the position and play is not new, Black has managed the game very skillfully. The ending is similar to a Denny 10 14, 22 17 between C. Hefter and H. Lieberman, as follows:

10 14	23 14	8 12	23 16	18 27	31 27
22 17	9 18	29 25	12 19	32 7	18 22
7 10	21 17	6 10	*14 10	2 11	27 24
17 13	10 15	*26 23	7 14	26 23	5 9
3 7	17 14	10 17	*30 26	8 12	13 6
24 20	12 16	21 14	4 8	25 21	1 10
14 18	25 21	16 19	27 23	15 18	23 19

followed by 11 15 and now the position is identical with the Hanson-Henderson game.

Var. 1.

26 23	1 6	27 24	2 7	26 22	9 14
6 9	30 26	20 27	25 22	7 11	Drawn
19 15	7 10	31 15	5 9	29 25	Barker
9 18	14 7	4 8	22 18	12 16	vs.
23 14	3 19	32 27	16 20	27 23	Heffner

HUGH HENDERSON vs. J. T. BRADFORD.

GAME 15. Dundee 12 16 22 17.

Bradford's Move.

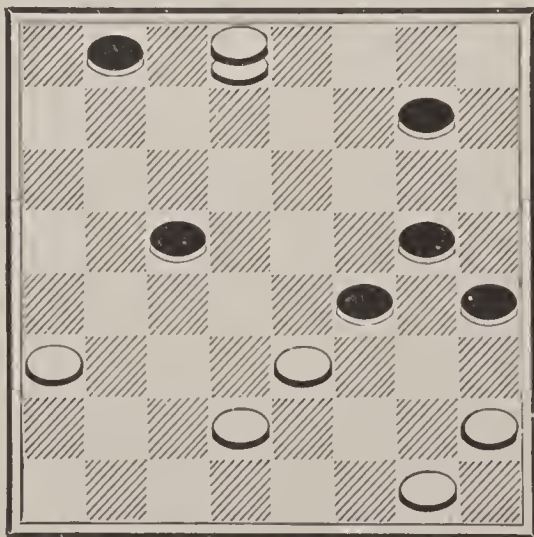
12 16	18 9	b9 14	17 10	14 18	14 10
22 17	6 22	27 23	7 14	17 14	31 27
16 19	26 17	8 11	6 2	30 26	24 20
24 15	11 15	13 9	15 19	21 17	22 18
10 19	29 25	11 16	31 26	26 22	20 16
23 16	4 8	22 18	d20 24	17 13	18 15
11 20	25 22	15 22	26 22	18 23	Drawn
25 22	5 9	26 17	19 26	32 28	
8 11	a30 26	c2 7	f28 12	23 27	
22 18	7 10	9 6	26 30	28 24	
9 14	17 13	10 15	22 17	27 31	

a. 27 23 as played in the next game is better.

b.	2 6	8 12	16 19	15 19	26 30	30 25
	26 23	28 24	23 16	22 18	11 15	17 14
	8 11	20 27	12 28	19 23	1 5	25 22
	23 18	31 24	11 7	2 7	21 17	14 10
	3 8	11 16	10 15	23 26	6 10	
	27 23	18 11	7 2	7 11	15 6	

W. W. Gardner vs. Stewart.

- c. Nothing better, for if 3 8, then 31 27, 8 12, 28 24, 10 15, 17 10, 16 19, 23 16, 12 28, 9 5. White wins.
- d. Again Bradford picks the only move to draw. Some of the spectators were of the opinion that 3 8 would draw. The diagram shows the position after 3 8.



White to move and win.

2 7	23 14	10 15	32 28	18 23	16 11
8 12	19 24	12 16	<i>e</i> 1 6	26 22	13 17
7 10	28 19	15 18	21 17	23 16	14 10
14 18	16 30	30 26	16 19	22 13	W. W.

- e.* 16 19, 18 23, 26 22, 23 16, 1 6, 21 17, 22 13, 16 11, White wins.
- f.* White looks strong from here, but the position is only a draw.

GAME 16. Dundee 12 16 22 17.

Henderson's Move.

12 16	8 11	4 8	8 11	15 24	14 18
22 17	22 18	25 22	13 9	28 19	9 6
16 19	9 14	5 9	<i>b</i> 3 8	14 18	2 9
24 15	18 9	27 23	22 18	17 13	13 6
10 19	6 22	<i>a</i> 7 10	15 22	10 14	8 11
23 16	26 17	30 26	26 17	19 15	6 2
11 20	11 15	9 14	11 15	18 23	11 15
25 22	29 25	17 13	23 19	15 10	<i>c</i> 2 7
					Drawn.

- a.* Weak. See notes to Game No. 11.
- b.* Varies from preceding game and is probably better.
- c.* 10 6, 1 10, 2 7, *15 19, 7 14, 19 24. Drawn.

THOMAS PATTERSON vs. J. T. BRADFORD.

GAME 17. Edinburgh 9 13 24 19.

Patterson's Move.

27 23	18 11	7 2	7 11	15 6	vs.
24 19	16 23	<i>b</i> 25 21	9 18	32 27	16 19
11 15	27 18	<i>c</i> 7 11	21 14	6 9	23 16
28 24	7 16	22 18	1 6	26 23	12 19
<i>a</i> 8 11	18 14	<i>d</i> 13 17	15 8	9 13	26 23
23 18	10 17	24 20	4 11	30 26	19 26
11 16	21 14	6 9	29 25	18 22	31 22
					White wins.

- a.* Very weak; 6 9 as played in the next game is the best.
- b.* 22 18 is preferable, as the shot by 16 19 will draw at Note C and 22 18 prevents the shot.

- c. 16 19, 24 15, 6 10, 15 6, 2 25, 29 22, etc., is given for a draw.
- d. There is nothing left after this, as White is strong enough to win against any move.

GAME 18. Edinburgh 9 13 24 19.

Bradford's Move.

9 13	c26 19	10 14	l15 11	20 27	15 11
a24 19	8 11	18 15	17 22	31 24	23 19
11 15	h30 26	14 17	25 18	12 19	11 7
28 24	k11 16	21 14	2 7	24 15	4 8
6 9	26 23	9 18	11 2	17 22	7 3
b23 18	16 20	15 10	13 17	m28 24	8 12
1 6	23 18	7 14	2 9	32 27	B. W.
18 11	3 7	22 15	5 32	24 20	
7 23	32 28	14 17	19 16	27 23	

- a. One of the most powerful attacks of the dreaded "Edinburgh" opening.

- b. 22 18 is very strong.

- c. 27 18 was once considered very strong, but new play has been discovered which eliminates all winning possibilities for White, therefore the text move is usually adopted. The following variation will show the weakness in the 27 18 formation:

27 18	30 26	26 17	18 9	14 10	31 24
12 16	8 11	9 14	5 14	11 16	20 27
26 23	*32 28d	18 9	29 25	21 17	10 6
8 12	3 8	6 22	14 18	16 20	Drawn
24 19	22 17	25 18	23 14	17 13	P. P.
4 8	13 22	10 14	16 23	23 27	

- d. Forced; anything else is weak, 22 17 was usually adopted by the Scotch experts in their tourneys abroad, but they missed the proper continuation for Black thus:

22 17	3 7	e22 17	24 27	25 21	31 26
13 22	f17 13	20 24	5 1	27 31	13 6
26 17	14 17	*17 14	27 31	21 17	26 22
9 14	21 14	11 16	29 25	6 9	6 2
18 9	10 26	*14 9	31 27	13 6	22 15
5 14	31 22	7 10	*23 18	2 9	* 1 6
25 22	16 20	* 9 5	16 23	17 13	Drawn

e. 32 27 11 15 29 25 16 19 25 22 19 23
 6 10 18 11 10 14 23 16 14 17 B. W.
 22 18 7 16 19 15 12 19 22 18

f. 29 25 11 15 31 24 *g*2 7 19 15 18 27
 16 20 27 24 7 11 22 17 10 28 B. W.
 32 27 20 27 17 13 15 18 17 3

g. Corrects a game between Jordan and Ginsberg where the former went 6 9 and only drew.

h. 24 20 is another sound alternative but not very well known. The following instructive play is given especially for the 2-move restriction students.

24 20	9 14	25 11	9 13	21 17	12 16
3 7	32 27	9 13	22 18	26 31	19 12
31 26	6 9	29 25	17 22	17 13	26 28
1-11 15-2	20 16	13 17	26 17	31 26	27 23
27 24	11 20	30 26	13 22	9 6	10 15
7 11	22 17	5 9	18 9	2 9	6 2
26 23	13 22	25 22	22 26	13 6	Drawn

Var. 1.

9 14	12 19	10 19	2 11	6 9	17 22	11 15
27 23	23 16	32 28	26 23	23 19	25 18	21 17
11 15	15 18	7 11	19 26	13 17	14 23	4 8
19 16	22 15	16 7	30 23	28 24	19 16	Drawn

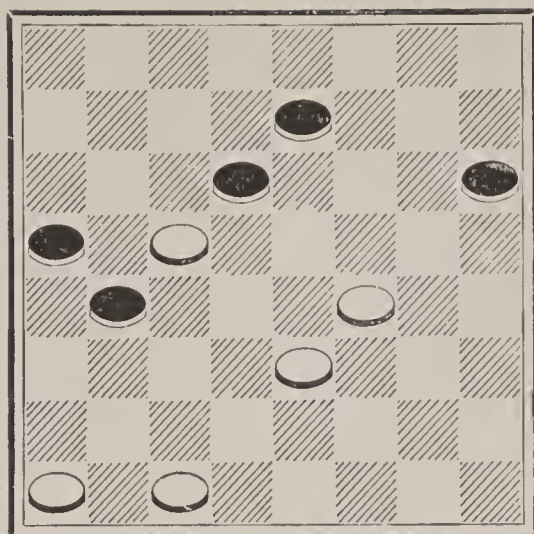
Jordan vs. Galloway.

Var. 2.

11 16	22 18	5 14	28 19	10 17	14 9
20 11	8 11	27 23	2 7	18 14	7 11
7 23	25 22	11 15	22 18	<i>j</i> 17 22	Drawn
26 19	9 14	32 28	14 17	<i>i</i> 23 18	
4 8	18 9	15 24	21 14	6 10	

i. If 19 15 then 22 26, 23 18, 26 31, 29 25, 13 17 drawn.

j. 6 10 forms the following neat win that Jordan scored from Ginsberg in New York City several years ago.



- a. 22 18 is regular and brings the game back into well known book play.
- b. The position is now a Denny coming up as follows: 10 14, 24 20, 11 15, 22 17, 6 10, 17 13, 1 6. Same as game at note b.

c. Shearer's Hand Book gives 25 22 here:

25 22	15 19	32 27	12 19	30 23	8 12
14 18	22 17	4 8	31 27	9 14	23 18
23 14	8 11	27 23	d5 9	23 19	Drawn
9 25	27 24	8 11	26 23	3 8	
29 22	11 15	23 16	19 26	27 23	

d.

11 16	21 14	19 26	24 19	5 9	15 11
20 11	6 9	30 14	18 22	2 6	13 17
7 16	13 6	16 20	10 6	9 13	11 7
17 14	2 18	14 10	22 26	19 15	3 10
10 17	26 23	15 18	6 2	26 30	6 15

Drawn

Ginsberg vs. McEntee.

- e. Very poor. There is no reason for throwing the piece; 13 9 (if 14 18 then 17 14 and White is best). 19 24, 28 19, 15 24, 9 6, 2 9, 17 13 Drawn.

GAME 20.

Bradford's Move.

9 14	7 14	8 11	4 8	10 15	8 11
24 20	25 22	29 25	26 22	19 10	26 22
5 9	b11 15	c15 18	3 7	6 15	11 16
22 18	22 17	d24 19	22 15	13 6	12 8
a10 15	6 10	11 15	7 11	12 19	16 19
28 24	17 13	32 28	31 26	23 16	8 3
15 22	2 6	15 24	11 18	1 10	19 23
26 10	30 26	28 19	20 16	16 12	27 24

W. W.

- a. This move has figured in many important contests in the past.
- b. Not as good as 1 5 or 3 7.
- c. Loses; 4 8, 32 28, 1 5, 25 22, 15 18, 22 15, 11 18, 21 17, 14 21, 23 7, 3 10, 27 23 Drawn.
- d. Hanson forces the win in brilliant style.

J. W. BOLTON vs. PETER DORAN.

GAME 21. Double Corner Dyke 11 16 21 17.

Bolton's Move.

11 16	10 19	7 10	c2 6	3 7	11 16
21 17	17 10	22 18	17 13	25 22	24 20
9 14	6 15	15 22	8 11	10 15	18 22
25 21	21 17	24 15	15 8	27 24	20 11
16 19	5 9	10 19	4 11	14 18	22 31
23 16	27 24	25 18	32 27	22 17	11 7
12 19	a1 6	6 10	9 14	7 10	31 24
24 15	30 25	18 15	29 25	31 27	7 2
					d24 20

Drawn

- a. In years gone by 2 6 was the defense, but now 1 6 is more frequently played. Here is an example of 2 6:

2 6	9 13	8 11	9 18	3 10	6 9
22 18	b32 27	15 8	23 14	27 23	28 24
15 22	6 9	4 11	7 10	1 6	10 14
24 15	26 23	17 14	14 7	23 19	24 20

Drawn

J. Spence

- b. 26 23, 7 10, 23 19, 8 11 B. W. Jordan beat Campbell.

- c. Varies from a Crookston-Holmes game thus:

9 13	26 17	17 13	13 9	9 6	6 1
15 6	2 9	9 14	19 23	14 17	17 22
13 22	Eventually Drawn.				

- d. The game has been well played by both sides.

GAME 22. Kelso 11 16 21 17.

Doran's Move.

11 16	17 14	6 10	22 6	7 11	30 25
21 17	9 18	29 25	1 10	22 18	11 16
a10 15	22 8	2 6	23 18	14 23	18 15
24 19	4 11	26 22	9 14	27 18	W. W.
15 24	25 22	6 9	18 9	20 24	
28 19	c16 20	18 15	5 14	32 28	
b8 11	22 18	11 18	25 22	3 7	

- a. Now a "Kelso" opening.

- b. Decidedly weak; 9 14, 17 10, 6 24, etc., would be much better as it gives both sides an even game.
- c. The following is suggested as a better continuation for Black:

6 10	5 9	11 18	3 8	10 17	7 11
22 18	29 25	22 15	d25 21	31 26	14 10
2 6	9 13	16 20	13 17	* 1 5	11 18
26 22	18 15	23 18	21 14	e18 14	10 1
Drawn					

- d. 27 23, 12 16, 19 3, 10 26, 31 22, 13 17, 22 13, 20 24, 3 10, 6 29, 13 9, 24 28, 9 5, 1 6 Drawn.
- e. 27 23, 20 24, 19 16, 12 19, 23 16, 8 12, 18 14, 12 19, 26 22, 17 26, 30 16, 24 28, 15 11, 6 9 Drawn.

HUGH HENDERSON vs. M. SPIELMAN.

GAME 23. Denny 10 14 23 19.

Henderson's Move.

10 14	11 15	6 15	9 14	15 18	16 19
23 19	19 10	25 22	26 23	13 9	6 2
11 16	6 15	f4 8	11 16	3 7	7 11
27 23	17 10	29 25	21 17	9 6	30 26
16 20	7 14	8 11	14 21	1 10	21 30
a31 27	23 19	22 17	23 14	5 1	2 7
b8 11	e2 6	14 18	g5 9	10 15	30 23
d22 17	19 10	17 13	14 5	1 6	h7 16

White wins.

- a. Inaugurates a powerful attack which requires careful play on the part of Black to draw.
- b. 9 13 is very much better as the following play will show:
- | | | | | | |
|-------|-------|-------|-------|-------|----------|
| 9 13 | 2 7 | 11 16 | 14 17 | 10 17 | 25 30 |
| 22 18 | 29 25 | 15 11 | 21 14 | 19 15 | 15 11 |
| 5 9 | 1 5 | 8 15 | 9 25 | 17 21 | Drawn |
| 18 15 | 22 18 | 18 11 | 30 21 | 26 22 | Nelson |
| 7 10 | c7 11 | 3 8 | 13 17 | 21 25 | vs. |
| 25 22 | 25 22 | 11 7 | 21 14 | 23 18 | Ginsberg |
- c. Very much better than 14 17 as played between Barker and Heffner.

- d. The key to the White game and brings up an almost irresistible attack.
- e. Loses; the following would be the proper caper:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 15 18 | 30 26 | 18 25 | 22 18 | 5 14 | 24 15 |
| 26 23 | 3 7 | 29 22 | 7 10 | 19 15 | 1 6 |
| 4 8 | 25 22 | 9 13 | 18 9 | 10 19 | Drawn |
- Lieberman vs. Bradford.
- f. 12 16, 27 23, 20 27, 23 18, 14 23, 26 10, 27 31, 32 27, 31 24, 28 12. White wins. Tanner vs. Ginsberg.
- g. Black has nothing left.
- h. Spielman scores in great style.

GAME 24. Bristol-Cross 10 14 23 19.

Spielman's Move.

10 14	7 10	5 14	20 24	6 9	14 17
23 19	22 17	29 25	27 20	17 13	21 14
a11 16	9 13	3 7	7 11	10 15	f9 27
b19 15	27 23	d31 27	22 17	13 6	Drawn
c16 20	13 22	e1 5	11 27	2 9	
24 19	25 9	25 22	32 23	19 10	

- a. This move seems to be the only safe defense here if published play is to be taken as a criterion. Since R. Jordan lost by 14 18 to Barker in their match for the world's championship, the experts in this country and abroad seem to favor the text move and apparently are of the opinion that White has the better game after it (14 18) has been made.
- b. White has several good moves here, 27 23 as played in the previous game, or 26 23 and 22 17 which give an equal game.
- c. When playing for a draw this is very safe, but if you want to mix it, 16 19 fills the bill. See Var. 1.
- d. 32 27 is quite trappy and leads to interesting play.
- e. A very natural looking move for the amateur to make would be 7 11 which loses by the following neat shot: 7 11, 21 17, 11 18, 26 22, 14 21, 23 7, 2 11, 19 16, 12 19, 27 24, 20 27, 32 7. White wins.
- f. This game has figured in many important contests abroad.

Var. 1.

16 19	14 17	9 18	10 14	8 12	11 16
22 17	23 16	25 21	26 23	31 26	22 17
4-7 10	10 19	7 10	19 26	4 8	16 20
17 13	24 15	29 25	30 23	24 19	17 10
3 7	12 19	5 9	2 7	7 11	18 22
2-27 23	21 14	32 27	28 24	26 22	25 18
Drawn					

Var. 2.

25 22	29 22	27 18	31 26	24 15	15 8
14 17	3-10 14	7 10	10 14	9 14	6 24
21 14	22 18	26 22	15 10	26 19	28 19
9 25	14 23	5 9	14 23	8 11	4 11
Drawn					

Ginsberg vs. Nelson.

Var. 3.

7 11	5 9	2 7	8 12	14 18	18 22
30 25	27 23	13 9	7 3	27 24	19 15
11 18	9 14	6 13	11 16	19 23	22 26
24 15	23 16	15 10	3 7	26 19	7 11
10 19	12 19	7 11	4 8	16 23	Drawn
22 15	31 27	10 7	25 21	24 19	

Halliwell vs. W. Campbell.

Var. 4.

14 18	14 10	19 26	27 18	12 16	27 23
17 14	5 9	30 7	2 7	20 11	4 8
9 13	10 7	11 18	3 10	8 22	23 19
24 20	3 10	7 3	6 22	32 27	8 11
7 11	26 23	18 23	25 18	9 14	28 24
Drawn.					

PETER DORAN vs. M. SPIELMAN.

GAME 25. Will o' the Wisp 9 13 23 19.

Doran's Move.

9 13	29 25	11 15	23 18	8 12	7 3
23 19	b6 10	31 27	17 21	3 8	28 32
11 15	19 16	3 8	18 14	11 15	11 15
22 18	12 19	28 24	4 8	c8 11	32 28
15 22	24 6	8 11	22 17	15 19	15 19
25 18	1 10	24 20	13 31	14 10	28 32
a10 14	25 22	14 17	32 28	19 24	W. W.
18 9	8 11	21 14	31 24	10 7	
5 14	27 23	10 17	28 3	24 28	

- a. Quite a favorite line with the late C. F. Barker.
- b. Very poor; 8 11 should be played first, thus: 8 11, 25 22, 6 10, 27 23, 11 15, 24 20, 15 24, 28 19, etc. Drawn.
- c. 14 10 wins instantly.

GAME 26. Will o' the Wisp 9 13 23 19.

Spielman's Move.

9 13	29 25	8 15	26 23	15 19	7 2
23 19	8 11	32 28	1 6	23 16	24 28
11 15	24 20	c4 8	24 19	12 19	2 7
22 18	6 10	19 16	15 24	30 26	28 32
15 22	28 24	12 19	28 19	14 18	7 11
25 18	b3 8	23 16	11 15	22 15	19 24
a5 9	25 22	7 11	19 16	19 24	11 15
27 23	11 15	16 7	8 12	11 7	32 28
10 14	18 11	2 11	16 11	10 19	15 19

White wins.

- a. A very popular line about 50 years ago.
- b. 1 5 leads to a very interesting combination, thus:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 1 5 | 19 16 | 11 16 | 30 25 | 13 17 | 31 24 |
| 32 28 | 12 19 | 20 11 | 29 22 | 21 14 | 2 9 |
| 3 8 | 24 6 | 8 29 | 26 3 | 9 27 | ? |
- and it would be a matter of analysis to decide whether the position is a draw or a win.
- c. Barker's American Checker Player gives the following draw:

1 5	14 17	15 18	18 22	22 25	30 25
19 16	21 14	16 11	26 17	19 16	24 20
12 19	9 25	7 16	13 22	25 30	25 22
23 16	30 21	20 11	24 19	28 24	11 7

Drawn

J. B. HANSON vs. M. SPIELMAN.

GAME 27. Glasgow 9 14 22 17.

Hanson's Move.

9 14	27 11	10 26	22 18	17 22	27 24
22 17	7 16	<i>c</i> 30 23	5 9	25 21	16 20
11 15	20 11	6 10	29 25	23 26	24 19
23 19	3 7	23 19	12 16	9 5	25 22
8 11	28 24	4 8	21 17	26 30	19 16
25 22	7 16	19 15	9 13	18 14	8 12
<i>a</i> 11 16	<i>b</i> 26 23	10 19	17 14	30 25	16 11
24 20	16 19	17 10	13 17	31 27	<i>d</i> 22 18
16 23	24 15	19 23	14 9	22 26	B. W.

- The Glasgow, an opening pretty well understood by the experts.
- This move is not to be recommended as it is too weak to attempt to draw across the board. The object in playing this move is to entice Black to take the 2 for 2 by 10 15, 17 10, 16 19, 23 16, 12 28, then White plays 22 18, 15 22, 30 25, 6 15, 25 11, and eventually wins.
- There is more fight in jumping 17 10, but analysis will show a win for Black.
- Black by holding the advantage from note *c* finally wins.

GAME 28. Double Corner Dyke 9 14 22 17.

Spielman's Move.

9 14	23 16	<i>a</i> 1 6	32 27	15 18	28 19
22 17	12 19	29 25	9 14	23 19	3 8
11 15	17 10	7 10	22 17	18 22	<i>b</i> 19 15
25 22	6 15	25 21	8 11	24 20	Drawn
15 19	21 17	8 12	26 23	11 15	
24 15	5 9	27 24	19 26	27 23	
10 19	17 13	4 8	30 23	15 24	

- A favorite line with A. Jordan.
- Nothing new, the play is old and has been published years ago.

J. B. HANSON vs. PETER DORAN.

GAME 29. Kelso-Cross 10 15 23 18.

Hanson's Move.

10 15	22 18	11 15	32 27	10 26	23 18
23 18	15 22	18 11	3 7	31 22	22 26
12 16	25 18	7 23	28 24	7 10	9 6
26 23	4 8	27 18	9 13	22 18	26 31
16 19	29 25	c1 6	18 9	13 17	27 23
23 16	8 11	30 26	5 14	18 14	31 27
11 20	a25 22	10 14	b24 19	2 7	19 16
18 11	6 10	26 23	14 17	14 9	d10 14
8 15	24 19	6 10	21 24	17 22	Drawn

a. In their match for the world's championship held recently at Kansas City, Mo., Jordan played 24 19 against Banks thus: 24 19, 11 15, 18 11, 7 23, 27 18, 6 10, 30 26, 1 6, 25 22, and the position is the same as the Hanson-Doran game at the 25th move.

b. Jordan played:

22 18	10 17	15 6	17 22	15 10	9 14
14 17	18 15	2 9	19 15	25 30	27 24
21 14	7 10	24 19	22 25	23 19	Drawn

c. If 10 14, then 31 26, 14 23, 26 19, etc. Drawn.

d. A good original game.

GAME 30. Kelso-Cross 10 15 23 18.

Doran's Move.

10 15	28 19	c6 10	18 9	11 15	18 14
23 18	16 20	22 18	5 14	23 18	15 18
12 16	18 14	2 6	29 25	14 23	11 7
26 23	9 18	30 25	11 16	27 11	3 10
a8 12	22 8	6 9	f22 17	16 23	14 7
b24 19	4 11	25 22	7 11	22 18	Drawn
15 24	25 22	9 14	25 22	10 15	

a. This move and 16 19 as played in the previous game are both good.

b. 30 26 leads to very interesting play.

c. 7 10 is very much better, thus: 7 10, 22 18*d*, 10 15, 19 10, 6 22, 30 26, 5 9, 26 17, 9 13, 17 14, 11 15 Drawn.

d. 30 26 23 16 27 23 26 23 28 19 17 13
 11 15 2 7 7 11 20 24 15 24 10 15
 19 16 *e*16 12 23 18 32 28 22 17 13 6
 12 19 5 9 10 14 6 10 24 28 15 22
 B. W.

Cain vs. Hynd, 6th Eng. Tourney

e. Dunne gives the following draw here:
 29 25 27 23 13 6 32 23 21 14 21 14
 5 9 6 9 18 27 14 18 1 17 8 12
 22 17 17 13 31 24 23 14 25 21 Drawn
 9 14 15 18 20 27 10 17 3 8

f. 22 18 10 17 31 22 6 10 32 28 10 14
 14 17 25 22 *1 6 17 13 11 15 Drawn
 21 14 17 26 22 17 7 11 18 11

J. T. BRADFORD vs. PETER DORAN.

GAME 31. Dundee-Switcher 12 16 21 17.

Bradford's Move.

12 16	23 18	<i>c</i> 10 14	32 28	14 18	6 2
21 17	16 20	17 10	8 12	15 6	16 19
9 13	18 11	2 7	28 19	9 14	2 7
25 21	8 15	26 23	11 16	22 15	<i>h</i> 5 9
<i>a</i> 5 9	26 23	7 14	29 25	14 18	7 11
<i>b</i> 24 20-1	<i>e</i> 4 8	<i>f</i> 28 24	1 5	23 14	9 14
11 15	23 18	3 8	31 26	16 30	25 22
20 11	8 11	24 19	6 10	14 10	W. W.
7 16	30 26	15 24	18 15	12 16	

a. 16 19 is generally adopted here.

b. 22 18 is better, for if Black takes the 2 for 1 by 10 14, then White wins. See Var. 1.

[illegible]

$d.$	20	16	*13	17	2	6	22	26	7	2	14	18
	6	9	7	2	9	13	11	7	17	22	6	9
	16	11	17	22	6	15	13	17	2	6	26	31
									Drawn.		Heffner.	

e. O'Grady vs. Horr played the following beautiful variation on 15 thus:

1	5	15	24	3	8	11	18	11	15	22	31
30	26	28	19	22	18	23	7	16	12	32	28
4	8	8	11	13	22	2	11	8	11	Drawn	
23	19	26	23	18	15	19	16	31	26		

f. Greatly improves a Morrall-Jewitt game where the latter went 23 19 and a tame draw resulted.

Var. 1.

22 18	6 22	28 24	2 7	23 16	9 14
13 22	24 19	1 5	30 25	10 15	17 10
26 17	7 10	23 18	4 8	21 17	W. W.
2-10 14	19 12	8 11	24 20	22 26	Banks
17 10	11 15	27 23	15 19	31 22	vs.
					Lieberman

Var. 2.

9 14	11 15	7 14	2 7	7 10	20 27
18 9	26 17	29 25	22 18	22 18	23 18
6 22	15 24	4 8	1 5	16 20	15 22
24 19	28 19	25 22	18 9	18 9	32 23
8 12	10 14	8 11	5 14	11 15	10 14
<i>g</i> 30 26	17 10	31 26	26 22	27 24	19 15
Drawn.					

g. Now a regular Double Corner brought up thus: 9 14, 22 18, 5 9, 25 22, 11 16, 24 19, 8 11, 22 17, 9 13, 18 9, 13 22, 26 17, 6 22, 30 26. Same as game at Note *g*.

h. Black misses a draw, thus:

19 24	23 19	24 27	12 8	8 4	7 11
27 23	26 23	16 12	31 26	23 18	26 22
30 26	19 16	27 31	Drawn		

GAME 32. Dundee-Switcher 12 16 21 17.

Doran's Move.

12 16	18 11	15 19	22 17	23 27	18 14
21 17	8 15	22 18	13 22	17 14	15 19
9 13	<i>a</i> 27 23	4 8	26 17	10 17	14 10
24 20	<i>b</i> 9 14	25 22	6 9	22 6	19 23
11 15	28 24	8 11	<i>d</i> 29 25	1 10	10 7
20 11	14 21	16 7	19 23	26 22	31 27
7 16	24 20	2 11	25 22	27 31	7 3
23 18	16 19	<i>c</i> 32 28	8 12	22 17	<i>e</i> 23 26
5 9	23 16	3 8	31 26	10 15	Drawn

a. Not so good as 26 23, which was played in the previous game.

b. It is better to hold 9 14 back for a couple of moves.

c. 22 17, 13 22, 26 17, 6 9, 29 25, 3 8, 32 28. Same as Game.

<i>d.</i> 17 13	8 12	27 24	9 14	3 7	30 26
1 6	31 27	14 30	8 3	18 22	7 2
30 26	10 14	24 8	14 18	28 24	6 10
					Drawn

e. A good original game.

J. T. BRADFORD vs. T. J. O'GRADY.

GAME 33. Defiance 9 14 24 19.

Bradford's Move.

9 14	25 9	15 22	30 26	6 9	21 14
24 19	5 14	26 17	8 11	17 13	1 17
11 15	29 25	11 15	19 16	3 7	31 27
<i>a</i> 27 24	11 15	24 20	12 19	13 6	11 15
<i>b</i> 8 11	<i>c</i> 25 22	15 24	23 7	14 18	27 23
22 18	7 11	28 19	2 11	23 14	7 10
15 22	22 18	4 8	26 23	10 17	32 28
					Drawn

a. The game, which started a Double Corner, has developed into a Defiance opening.

b.

5	9	10	19	8	11	9	14	1	5	12	19
22	18	23	7	25	22	24	20	18	9	23	16
15	22	14	23	11	15	15	24	5	14	14	18
25	18	26	19	32	27	28	19	30	26	Drawn	
7	11	3	10	4	8	8	11	11	15	Reynolds	
19	15	29	25	27	23	22	18	19	16	vs.	
										Ginsberg	

c. 24 20 is also a good alternative here.

GAME 34. Second Double Corner 9 14 24 19.

O'Grady's Move.

9	14	28	19	a4	8	27	24	10	17	20	11
24	19	8	11	22	18	7	11	19	10	6	15
11	15	25	22	8	11	25	22	20	27	23	18
22	18	11	15	18	9	11	16	31	24	15	19
15	24	32	28	6	13	21	17	12	16	18	14
18	9	15	24	29	25	16	20	24	20	19	24
5	14	28	19	11	15	b17	14	2	6	11	7
										Drawn	

a. Varies from Bolton-Hanson game, where 7 11 was played to a draw.

b. 31 27 is also good and leads to interesting play, thus:

31	27	24	19	27	23	15	8	14	10	26	23
c3	8	8	12	19	24	27	31	28	32	17	26
17	14	19	15	23	18	8	3	10	7	23	18
10	17	16	19	24	27	20	24	1	6	Drawn	
19	10	23	16	10	7	18	14	7	2	Kear, Jr.	
12	16	12	19	2	11	24	28	6	10		

c.

2	7	7	11	10	17	12	16	11	25	13	17
d23	18	17	14	19	10	18	15	30	14	10	7
										Drawn. P. P.	

d. 30 25 loses by 7 11, 25 21, 10 14, 17 10, 11 16, 21 17, 15 18. B. W. W. Reed.

T. J. O'GRADY vs. PETER DORAN.

GAME 35. Kelso 10 15 21 17.

O'Grady's Move.

10 15	c23 18	11 16	e24 19	11 20	12 8
21 17	9 14	25 22	8 11	26 22	31 26
11 16	18 9	16 23	22 18	24 27	8 3
17 13	5 14	27 11	16 20	31 24	26 30
16 20	26 23	20 27	18 9	20 27	3 8
a25 21	3 7	32 23	5 14	23 19	30 25
8 11	22 17	7 16	30 26	12 16	B. W.
29 25	1 5	28 24	20 24	19 12	
b7 10	d23 19	4 8	19 16	27 31	

- a. A trappy line of play from which some very intricate positions evolve.
- b. A sound rejoinder, varying at once from the orthodox, 4 8 or 9 14 lines.
- c. 22 17 here is undoubtedly the safest continuation. Refer to Game 36, Var. 3.
- d. White misses a good opportunity here to develop the piece on 25. Should Black take the shot by 14 18, White seems to get rather the better of the ending; if Black refuses it, then 23 19 comes in more effectively.

- e. No hope after this. 24 20 draws easily, thus:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 24 20 | 12 19 | 16 7 | 11 15 | 30 23 | 15 22 |
| 16 19 | 20 16 | 2 11 | 27 23 | 5 9 | 23 19 |
| 23 16 | 8 11 | 31 27 | 19 26 | 22 18 | Drawn |

GAME 36. Kelso 10 15 21 17.

Doran's Move.

10 15	8 11	7 10	7 10	4 8	20 27
21 17	29 25	26 22	15 11	14 9	32 23
11 16	9 14	3 7	17 22	6 10	12 16
a17 13	18 9	22 18	11 7	9 5	23 18
b16 20	5 14	14 17	2 11	10 14	22 25
2-c22 18	24 19	21 14	28 24	23 19	Drawn
15 22	11 16	10 17	10 15	16 23	
25 18	25 21	d19 15	18 14	27 9	

- a. Both 17 14 and 23 18 involve play of a high order, though the latter is now pretty well covered by P. P.

- b. Admits of tremendous scope for White and it may not be inadvisable to restrict this by 16 19.
- c. In the Fifth International Match, England vs. Scotland, 1910, A. Jordan ventured 23 18 against R. Jordan, the late Champion of the World, with a drawn result. See Var. 5,
- d. 31 26 was the popular continuation in the International, Great Britain vs. United States, 1905. See Game 13, Ferrie-Denvir. The move in the text was first introduced in an important session in this country during the Second American Tourney, 1912, by Louis C. Ginsberg vs. A. Jordan in the second round, with a drawn result. The play in question, however, seems to be original with N. Currie, who tried it on G. Buchanan in a Scottish tourney to a draw.

Var. 2.

3-23 19	18 9	19 16	32 16	17 14	10 7
7 10	5 14	12 19	15 19	18 23	28 32
22 18	25 22	23 16	16 11	15 10	14 10
15 22	7 11	e8 12-4	f17 21	6 15	32 27
25 18	26 23	27 23	18 15	28 24	7 3
3 7	14 17	20 27	10 14	19 28	5 9
29 25	31 26	23 18	22 17	26 10	13 6
9 14	11 15	12 19	14 18	1 5	2 9

Drawn. Ginsberg vs. Lieberman

- e. G. Buchanan vs. R. Jordan varied here with 10 14, then followed 16 11, and it is almost incredible that Buchanan misses a simple win here by 8 12 instead of 14 18 as in Var. 4 at third move.
- f. 19 23, 26 19, 17 26, 30 23, 10 15, etc. Drawn. Lieberman.

Var. 3.

5-25 21	7 10	28 19	8 12	27 18	5 30
8 11	26 22	g11 15	16 11	2 7	22 18
6-29 25	4 8	19 16	14 18	11 2	*1 6
9 14	24 19	12 19	30 25	15 19	Drawn
22 17	15 24	23 16	18 23	2 9	P. P.

- g. 11 16 loses by this pretty shot; 11 16, 19 15, 10 19, 17 10, 6 15, 13 9, 5 14, 23 18. White wins. C. Welen.

Var. 4.

*10 14	26 23	26 31	30 25	20 27	32 23
16 11	17 26	14 9	5 14	23 19	8 15
14 18	23 14	1 5	27 23	15 24	28 1
					Drawn
Buchanan vs. R. Jordan					

Var. 5.

23 18	10 14	13 6	12 16	18 9	11 27
8 11	23 19	1 10	21 17	5 14	31 24
26 23	14 23	27 18	4 8	13 9	16 20
7 10	19 10	20 27	17 13	15 18	24 19
25 21	6 15	32 23	10 14	22 15	
					Eventually drawn
R. Jordan vs A. Jordan					

Var. 6.

23 19	4 11	29 25	15 18	13 6	14 18
7 10	26 17	9 14	22 15	1 10	22 17
19 16	10 15	25 22	10 26	21 17	18 23
12 19	30 26	5 9	31 22	8 11	B. W.
22 18	2 7	28 24	i11 16	17 13	Banks
15 22	26 23	3 8	17 10	10 14	vs.
24 8	7 10	h32 28	6 15	13 9	Hender- son

- h.* 23 19 is the proper play to draw. H. Henderson.
- i.* Banks here misses the pretty cross-cut, by 6 10, 13 6, 14 18, 22 15, 10 19, 24 15, 1 19. Black wins.

THOMAS PATTERSON vs. J. W. BOLTON.

GAME 37. Kelso Exchange 10 15 22 18.

Patterson's Move.

10 15	8 15	15 18	18 22	29 25	16 20
22 18	21 17	29 25	d27 23	30 26	31 26
15 22	4 8	b14 17	22 25	8 11	25 30
25 18	17 13	c25 21	23 18	26 23	B. W.
11 15	9 14	17 22	25 29	11 16	
18 11	a23 19	26 17	17 14	32 27	

- a. Varies from J. Alexander and J. A. Kear's Encyclopedia of Draughts, where 29 25 is given by A. J. Heffner thus:

29 25	1-14 17	23 18	15 24	20 11	14 18
6 10	32 28	10 14	28 19	7 16	23 5
24 20	5 9	27 23	3 7	18 15	Drawn
1 6	25 22	7 10	31 27		Heffner
28 24	8 11	24 19	11 16		

- b. Now an Old Fourteenth position brought up as follows: 11 15, 23 19, 8 11, 22 17, 4 8, 17 13, 9 14, 25 22, 15 18, 22 15, 11 18, 29 25, 14 17, 21 14, 10 17. Same as Game.
- c. 26 22 only draws, but 24 20 is now recognized as White's strongest reply.
- d. 17 14 is best at once, but in any case White's position is precarious.

Var. 1.

14 18 is a strong line, as played between W. K. Campbell vs. A. Jordan, thus: 14 18, 23 14, 10 17, 27 23, 7 10, 23 19, 3 7, 26 23, 8 11, 31 26, 17 21 (5 9, 25 22, 9 14 draws W. K. Campbell), 25 22, 5 9, 22 17, 11 16, 20 11, 7 16, 26 22, 9 14, 24 20, 15 24, 20 11, 12 16, 11 7, 2 11, 22 18. White wins.

GAME 38. Kelso Exchange 10 15 22 18.

Bolton's Move.

10 15	a29 25	6 10	17 13	14 23	18 11
22 18	4 8	27 24	5 9	27 18	16 23
15 22	25 22	9 14	13 6	1 5	11 7
25 18	8 11	c22 17	2 9	21 17	10 15
11 15	24 19	11 15	31 27	5 9	7 2
18 11	15 24	26 22	9 13	32 28	d15 18
8 15	b28 19	7 11	23 18	11 16	

Eventually drawn

- a. Varies from preceding game and allows Black more variety.
- b. The position is now a cross-choice, colors reversed brought up thus: 11 15, 23 18, 9 14, 18 11, 8 15, 22 18, 15 22, 25 9, 5 14, 29 25, 4 8, 25 22, 8 11, etc.

- c. 24 20 coaxes the play into a sound line of the De-
fiance.
- d. While the play on this game has been previously
published, yet the fact that both players were on
original ground reflects considerable credit.

J. B. HANSON vs. T. J. O'GRADY.

GAME 39. Wagram 9 13 24 20.

Hanson's Move.

9 13	8 15	9 14	14 23	11 25	8 11
24 20	21 17	25 22	27 18	30 21	23 18
11 15	5 9	8 11	10 14	1 5	14 23
22 17	17 13	28 24	18 9	26 23	a27 18
13 22	4 8	3 8	15 19	5 14	Drawn
25 11	29 25	23 18	24 15	31 27	

- a. All book and has been played in all the important
contests of the last decade.

Game 40, an exact repetition of Game 39.

HUGH HENDERSON vs. J. W. BOLTON.

GAME 41. Edinburgh 9 13 23 18.

Henderson's Move.

9 13	28 24	11 18	22 15	20 27	15 6
23 18	16 20	23 5	3 7	31 24	1 10
a5 9	b32 28	4 8	25 22	7 11	5 1
24 19	8 11	19 15	7 10	24 20	W. W.
11 16	21 17	7 11	22 18	13 17	
26 23	14 21	24 19	c2 7	30 26	
10 14	18 15	11 18	27 24	6 9	

- a. The popular stuff and seems to restrict the White
attacks.
- b. 30 26 is the established line, but the move in the text
seems to throw the play back into the fancy 7 10
formation, which runs as follows:

7 10	24 15	8 22	17 10	6 15	17 13
30 26	13 17	26 17	4 8	13 6	31 22
2 7	22 13	12 16	24 19	1 10	25 4
19 15	7 10	28 24	15 24	31 26	Drawn
10 19	15 11	10 15	21 17	24 31	P. P.

- c. 13 17 may draw here, but there seems to be a weakness in Black's formation.

GAME 42. Edinburgh 9 13 23 18.

Bolton's Move.

9 13	c24 20	1 6	25 21	11 18	21 14
23 18	10 17	25 21	4 8	26 23	8 11
a12 16	25 21	6 10	27 23	18 27	23 19
18 14	d16 19	30 25	2 6	32 23	W. W.
10 17	21 14	10 17	23 16	6 10	
21 14	11 15	21 14	i15 18	16 12	
6 10	29 25	8 11	22 15	10 17	

- a. A very safe defensive line, though rather unpopular with the present-day experts.
- b. 11 15 is the move here and seems to eliminate all of the weaknesses following the text move.
- c. 27 23 is strong here, but the move played is so offensive that it requires the most careful management on Black's part to maintain an equal position.
- d. The dangerous spot at this point; the piece should be held back until after the run-off by 1 6 and 6 10, thus:

1 6	25 21	8 12	30 25	10 17	h27 23
21 14	16 19	23 16	2 6	21 14	8 12
e6 10	21 14	12 19	25 21	8 11	23 16
29 25	11 15	32 27	6 10	31 27	12 19
10 17	f27 23	4 8	g27 24	3 8	22 18

Drawn

Schaefer vs. Lieberman

e.	6 9	8 15	8 12	10 17	18 22	22 26
	29 25	26 23	31 26	21 14	26 17	Drawn
	9 18	2 6	15 18	7 10	13 22	Scobie
	22 15	23 14	23 19	14 7	24 20	vs.
	11 18	4 8	6 10	3 10	5 9	Hender-
	20 11	27 23	25 21	28 24	20 16	son

- f. 27 24, 2 6, 14 9, 5 14, 22 17, 14 21, 30 25, 21 30, 31 27, 30 23, 27 2. Drawn. A. Schaefer vs. H. Lieberman.

- g.* The Doctor scores neatly with the Blacks as follows, after 27 23 is played:

27 23	12 19	27 23	24 27	26 22	13 17
10 17	31 27	19 24	18 15	31 26	B. W.
21 14	7 10	28 19	10 19	22 18	Schaefer
8 12	14 7	15 24	23 16	26 23	vs.
23 16	3 10	22 18	26 31	18 14	Lieberman

- h.* 14 10, 7 14, 27 23, 15 18. Drawn. Lieberman vs. Wm. Bowles.

- i.* No hope after this, but 6 9, 14 10, 7 14, 16 7, 3 10, 26 23, 15 19, 23 16, 8 12, 22 18, 14 23, 16 11, 10 14, 11 7, 23 26. Drawn.

J. B. HANSON vs. THOMAS PATTERSON.

GAME 43. Bristol 11 16 22 18.

Hanson's Move.

11 16	12 19	10 19	9 13	13 29	8 12
22 18	27 23	25 22	27 24	15 10	3 8
8 11	4 8	<i>c</i> 9 14	3 8	6 15	11 16
<i>a</i> 24 20	23 16	32 27	24 15	30 25	Drawn
16 19	8 12	5 9	12 19	29 22	
23 16	<i>b</i> 18 15	29 25	22 17	26 3	

- a.* The game has evolved itself into a "Bristol" opening.
b. In an effort to throw the game off standard lines.
c. Inviting further complication. 19 23, 26 19, 11 15, etc., seems to simplify matters. See Lieberman vs. O'Grady.

T. J. O'GRADY vs. THOMAS PATTERSON.

GAME 44. Glasgow 11 15 23 19.

O'Grady's Move.

11 15	24 20	2 11	32 27	6 15	13 6
23 19	16 23	26 23	8 12	21 17	1 10
9 14	27 11	11 15	27 24	4 8	29 22
22 17	7 16	30 26	5 9	<i>b</i> 22 18	10 14
8 11	20 11	15 19	24 15	15 22	B. W.
25 22	<i>a</i> 3 8	23 16	10 19	17 13	
11 16	11 7	12 19	17 10	22 25	

a. 3 7 is usually played, although 3 8 is perfectly sound.

b. 29 25 11 16 22 17 15 18 14 5 31 24
 8 11 17 13 16 20 17 14 22 31 1 10
 25 21 1 6 31 27 18 22 5 1 Drawn
Pomeroy vs. Jordan

MORTON SPIELMAN vs. J. W. BOLTON.

GAME 45. Paisley 12 16 24 19.

Spielman's Move.

12 16	4 8	6 10	10 15	15 19	24 31
24 19	24 19	22 17	17 10	8 3	14 10
8 12	7 10	11 16	15 22	19 24	6 15
22 18	26 22	17 13	10 7	3 7	13 6
10 14	12 16	c2 6	3 10	22 26	1 10
a28 24	19 12	25 22	12 8	7 14	18 11
16 20	10 26	8 11	11 15	16 19	19 23
b19 15	30 23	22 17	23 18	31 22	Drawn

a. 25 22 or 26 22 are more usually played. The text move is often made to confuse the book worm.

b. Loses. 26 22 draws and runs into regulation play.

c. Here is where Black misses the win. Ginsberg published the following play in the Tribune Farmer, which was edited by J. F. Roberts of Winfield, N. Y., about three years ago:

8 11	10 15	11 15	15 19	3 10	24 31
13 6	22 17	e21 17	18 14	14 7	B. W.
2 9	15 22	9 13	19 24	22 26	
25 22	17 10	23 18	d10 7	31 22	

d. If 32 28, then 22 26. Black wins.

e. 10 7	15 19	32 28	19 26	18 15	14 18
3 10	23 18	16 19	28 19	26 30	15 10
12 8	19 24	27 23	10 14	7 3	18 23
					Black wins

GEORGE TANNER vs. CHRIS NELSON.

Group 2.

GAME 46. Bristol 11 16 24 20.

Nelson's Move.

11 16	27 23	11 16	15 6	10 15	31 26
24 20	4 8	20 11	1 10	25 22	3 7
16 19	23 16	7 16	22 18	2 7	26 22
23 16	8 12	25 22	9 13	22 18	19 26
12 19	32 27	10 14	18 9	15 22	30 23
22 18	12 19	18 15	5 14	26 10	7 10
8 11	27 23	6 10	29 25	7 14	<i>a</i> 22 18
					Drawn

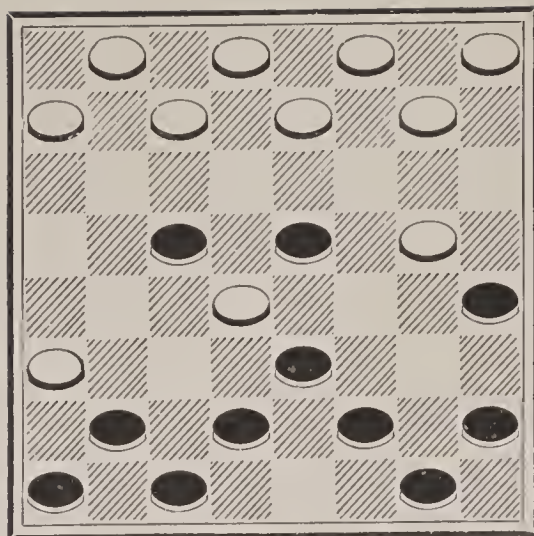
a. All book.

GAME 47. Bristol 11 16 24 20.

Tanner's Move.

11 16	<i>b</i> 18 15	10 19	3 10	5 9	21 14
24 20	<i>c</i> 14 18	16 12	6 31	18 15	6 10
16 19	27 23	19 23	30 26	9 14	14 7
23 16	18 27	27 18	31 22	15 11	4 8
12 19	32 16	3 7	25 18	13 17	11 4
22 18	7 10	12 3	<i>d</i> 1 6	28 24	2 27
<i>a</i> 10 14	31 27	9 13	20 16	14 18	Drawn

- a.* A popular line of attack, although the amount of play published on it does not warrant its strength.
- b.* 27 23, though a trifle inferior to the text move in point of strength, is, however, more restricting.
- c.* 7 10, 20 16, 2 7*e*, *16 12, 14 18, *21 17, and we have the memorable position between Jordan and Pomeroy. The former played 9 14 and lost. See Pomeroy-Jordan Match Games Book, 1914. Note if Black plays 9 13, the following pretty stroke occurs:



White to play and win.

15 11, 8 15, 27 23, 18 27, 32 16, 13 22, 25 2. White wins.

d. This is old published play to this point. A more tricky continuation is 4 8, then if 20 16, 8 12, 16 11, 2 7, 11 2, 1 6, 2 9, 5 23 Black wins. If instead of 20 16, White plays 18 15, then 2 7 and 20 16 loses again by 8 12, etc.

e. 14 18 is better and draws.

W. I. THOMIS vs. LOUIS GINSBERG.

GAME 48. Kelso 10 15 22 17.

Thomis' Move.

10 15	26 17	4 8	15 10	17 26	2 7
22 17	8 11	22 18	7 14	31 22	15 18
11 16	<i>b</i> 29 25	16 19	17 10	16 20	7 10
<i>a</i> 23 18	<i>c</i> 11 15	30 26	5 9	22 17	<i>h</i> 18 22
15 22	24 19	8 11	<i>g</i> 21 17	2 6	10 15
25 18	15 24	32 27	9 14	10 7	W. W.
9 14	27 11	11 16	17 13	6 10	
18 9	7 16	18 15	14 17	7 2	
6 22	<i>d</i> 25 22 <i>e</i>	3 7	26 22	10 15	

a. This is the most popular way of playing this line of the "Kelso."

b. 27 23 is also quite an interesting variation from which very fine play accrues.

- c. If tourneys of the past are a criterion, then it might safely be said that 4 8 at this stage is best. The text move, however, has figured in quite a lot of English and Scotch tourneys and matches of the past.
- d. White has several good lines of play here; 28 24 is as good as any, thus:

28 24	16 20	15 11	16 19	22 18	24 27
4 8	24 19	12 16	32 28	7 16	31 24
25 22	11 16	18 14	f1 6	17 13	20 27
8 11	19 15	19 24	26 22	2 7	Drawn
22 18	16 19	30 26	3 7	18 15	

Freedman vs. Kear, Jr.

e. 17 14	3 7	21 17	16 20	3 7	12 16
16 19	27 24	18 22	23 19	9 13	11 7
25 22	11 15	17 14	20 27	7 11	17 22
4 8	18 11	22 25	31 24	18 23	7 3
32 27	7 16	14 10	25 22	11 15	22 26
8 11	24 15	25 30	10 7	23 16	3 7
30 26	6 10	26 23	22 18	24 20	26 30
1 6	15 6	30 25	7 3	13 17	Drawn
22 18	2 18	28 24	5 9	20 11	

Battersby vs. Jewitt, 5th English-Scotch International Match.

- f. 19 23, 26 19, 24 27, 31 24, 20 27, *19 15, *3 7, 11 8, 7 10, 15 6, 2 18. Drawn.
- g. 27 23, 9 14, 31 27, 16 20, 23 16, 12 19, 27 23, 20 24, 23 16, 2 6, 28 19, 6 24. Drawn.
- h. A very bad slip. Of course, 1 6 draws easy.

GAME 49. Kelso 10 15 22 17.

Ginsberg's Move.

10 15	29 25	10 15	5 1	13 22	7 2
22 17	6 10	d22 17	11 16	26 17	25 30
11 16	22 18	8 11	1 5	18 22	2 7
a24 19	4 8	9 6	2 6	17 14	30 23
15 24	18 9	1 10	5 1	8 11	27 18
28 19	5 14	13 9	6 9	14 10	19 23
b8 11	25 22	10 14	1 6	11 15	7 11
17 13	11 15	17 10	9 13	10 7	23 27
c16 20-1	23 18	7 14	e6 10	15 19	32 23
25 22	15 24	9 5	3 8	30 26	W. W.
9 14	18 9	15 18	10 17	22 25	

- a. Very good for a defensive game and allows plenty of scope for both sides.
- b. 9 14 as played by Henderson vs. Ginsberg is more usually played, although the text move is perfectly sound.
- c. Very weak. 9 14, 25 22, 7 10, 22 18, 3 8 is very much better and runs into the Pioneer opening as follows: 11 15, 22 17, 8 11, 17 13, 11 16, 24 19, 15 24, 28 19, 9 14, 25 22, 7 11, 22 18, 3 8. Drawn.
- d. It is quite apparent that Black's game is theoretically a wreck, but the manner in which the White pieces are manipulated from here to the end are not unworthy of notice.
- e. 6 9 also wins, and perhaps is better than the text move.

Var. 1.

9 14	29 25	<i>g</i> 15 18	27 24	15 18	13 9
25 22	11 15	22 15	2 7	23 19	18 23
<i>f</i> 7 10	25 22	10 19	24 15	10 15	28 24
22 18	15 24	23 16	7 10	19 10	Drawn
3 8	27 11	12 19	15 11	6 15	Lawson
18 9	8 15	32 28	8 15	30 26	vs.
5 14	31 27	4 8	26 23	15 19	Ginsberg

- f. This position can be brought up from the Pioneer opening as shown in Note c.
- g. 15 19 also draws as played by Dempsey vs. Ginsberg in the first round of the Major Tourney.

H. B. REYNOLDS vs. ARTHUR BARNES.

GAME 50. Second Double Corner 11 15 24 19.

Reynolds' Move.

11 15	9 13	5 14	6 15	31 26	12 16
24 19	17 10	29 25	22 17	14 9	6 2
15 24	6 22	4 8	16 20	<i>e</i> 26 17	16 19
28 19	26 17	25 22	17 10	21 14	2 7
8 11	13 22	8 11	20 27	19 23	31 26
22 18	<i>c</i> 30 25	31 26	26 22	9 5	7 11
<i>a</i> 11 16	7 10	2 6	27 31	23 26	19 24
25 22	25 18	<i>d</i> 27 24	23 18	14 9	11 7
10 14	10 14	11 15	15 19	26 31	26 23
<i>b</i> 22 17	18 9	19 10	18 14	9 6	B. W.

- a. The characteristic attack of the Second Double Corner Opening.
- b. A favorite line with A. Jordan.
- c. James Wyllie played 30 26 against C. F. Barker at this point, thus:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 30 26 | 9 14 | 29 25 | 8 11 | 22 18 | 14 18 |
| 5 9 | 17 10 | 4 8 | 31 26 | 11 15 | 23 14 |
| 26 17 | 7 14 | 25 22 | 2 6 | 18 11 | 16 30 |
- Drawn
- d. The position now is the same as Note c at the twelfth move.
- e. Apparently nothing better.

GAME 51. Second Double Corner 11 15 24 19.

Barnes' Move.

11 15	5 14	b8 11	11 16	1 6	11 16
24 19	25 22	18 9	21 17	17 14	22 18
15 24	11 15	6 13	16 20	10 17	13 17
28 19	32 28	29 25	d31 27	25 21	18 14
8 11	15 24	11 15	e15 18	6 10	Drawn
22 18	28 19	27 24	23 7	21 7	
a9 14	4 8	7 11	3 10	2 11	
18 9	22 18	25 22	f30 25	26 23	

- a. Eliminating all complications and offers plenty of winning possibilities.
- b. Modern players seem to prefer 1 5 at this stage, which brings up some pretty play, as in Var. 1.

Var. 1.

1 5	7 11	15 22	6 9	10 15	14 21
18 9	25 22	26 17	c19 15	13 6	23 5
5 14	11 15	8 11	11 18	2 9	Drawn
29 25	22 18	30 26	17 13	21 17	

- c. Note here that 17 13 loses by 3 7, 13 6, 2 9, 26 22, 11 15, 27 24, 7 11, 31 26, 9 13, 24 20, 15 24, 22 18, 24 27, 18 9, 27 31, 26 22, 31 27. Black wins.
- d. 17 14 also draws. Published Play.
- e. Barnes puts on a startler. However, the play is not new.

<i>f.</i>	26 23	30 26	19 15	7 2	7 11	11 16
	<i>g</i> 2 7	1 5	10 19	12 16	31 27	27 23
	23 18	27 23	23 7	2 7	18 15	15 11
	7 11	20 27	27 31	16 19	5 9	23 30
						White wins
						Hamilton vs. Barnes

g. 2 6 draws H. L.

H. B. REYNOLDS vs. LOUIS GINSBERG.

GAME 52. Dundee-Switcher 12 16 21 17.

Reynolds' Move.

	12 16	21 14	10 17	26 17	3 10	27 20
<i>a</i>	21 17	6 10	25 21	4 8	17 13	18 27
	9 13	29 25	2 6	27 23	10 14	26 23
<i>b</i>	25 21	10 17	21 14	8 12	19 15	27 31
<i>c</i>	16 19	25 21	8 11	32 27	11 18	<i>g</i> 15 10
	23 16	1 6	24 19	<i>d</i> 11 16	31 26	Drawn
	11 20	21 14	6 10	<i>e</i> 28 24	<i>f</i> 16 19	
	17 14	6 10	22 17	7 11	24 15	
	10 17	30 25	13 22	14 7	20 24	

- Well termed the "Dundee Switcher," involving as it does the vicissitudes characteristic of both openings. Modern two-move play, however, seems to give both an equal game.
- The result of application and experience. 24 20, of course, is sound at this point, yet the labyrinth of combinations ensuing from the play in question seems unfavorable to the second side. See next game.
- The cut line and relieves both sides of any impending danger.
- 11 15, 23 18, 15 22, 19 16, 12 19, 27 24, 20 27, 31 6, 7 10, 14 7, 3 10. Drawn. Lieberman vs. Ginsberg.
- The key move. 31 26 loses by the two for two.
- 14 17 is also good, but White just seems to draw on every variation from Note *e*.
- The copy stops here, but a moment's review of the position will warrant the fact that White can start the piece on 20 with safety at the right time to secure the draw.

GAME 53. Dundee-Switcher 12 16 21 17.

Ginsberg's Move.

12 16	10 17	6 10	13 22	4 8	15 18
21 17	21 14	30 25	26 17	32 27	23 19
9 13	6 10	10 17	8 11	8 11	18 22
<i>a</i> 25 21	29 25	25 21	24 19	27 24	16 12
16 19	10 17	2 6	11 15	20 27	22 26
23 16	25 21	21 14	27 23	<i>c</i> 31 24	24 20
11 20	1 6	6 10	15 24	11 15	Drawn
17 14	21 14	22 17	28 19	19 16	

- In a match with N. W. Banks for the American championship and a side wager of \$500, Mr. Henderson played 24 20 at this point and the game proceeded thus: 5 9, 25 21, 11 15, 20 11, 7 16, 22 18, 15 22, 17 14, 9 18, 23 7, *b*2 11, 26 17, 13 22, 30 26. See Banks-Henderson match.
- The correcting move, 3 10, was taken by Horr vs. O'Grady in their match with a drawn result, and a game on similar lines was also played between J. C. Brown, the Border champion, and J. Ferrie, ex-champion of the world.
- As played by Jordan vs. Banks in their recent match.

CHRIS NELSON vs. HARRY MOORE.

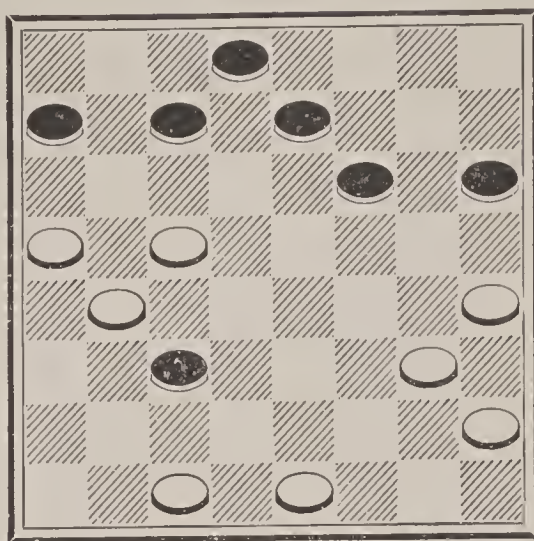
GAME 54. Bristol 11 16 24 20.

Nelson's Move.

11 16	25 22	11 15	32 27	8 11	13 9
24 20	9 14	17 13	14 18	26 17	6 13
16 19	18 9	8 12	<i>c</i> 22 17	19 23	27 23
23 16	5 14	25 22	18 22	27 18	15 18
12 19	<i>a</i> 22 17	<i>b</i> 1 5	17 14	15 22	<i>e</i> 23 19
22 18	4 8	27 24	10 17	<i>d</i> 31 27	B. W.
8 11	29 25	3 8	21 14	11 15	

- Now the regular 8 11 line of the Bristol.
- 14 17 is a good alternative here, and brings up some very instructive positions. The text move should be invariably held back until the piece on 27 is moved, otherwise the impending cramped positions by 22 17, etc., inevitably follows.

- c. Bowen's Bristol gives 21 17 as a sound alternative. See Var. 500.
- d. Loses; the play to draw is very instructive. See diagram.



White to move and draw.

30 26, 11 15, 24 19, 15 24, 28 19, 7 11, 14 9, 5 21, 26 17, 21 25, 17 14, 25 30, 14 9, 30 25, 9 5, etc. Drawn Bertie.

- e. Although this formation can come up four other ways from the same opening, yet Nelson's method of enticing the white pieces in this unwary position is quite interesting.

GAME 55. Bristol 11 16 2420.

Moore's Move.

11 16	18 9	b8 12	28 19	15 24	31 24
24 20	5 14	29 25	15 24	26 22	15 18
16 19	25 22	4 8	27 23	10 15	22 15
23 16	a10 15	25 22	8 11	17 10	6 9
12 19	22 17	2 6	32 28	7 14	13 6
22 18	6 10	22 17	11 15	30 26	Drawn
9 14	17 13	c19 24	28 19	d24 27	

- a. Of late an unpopular line of the Bristol, though the preponderance of wins seems to favor neither side.
- b. 8 11 is the best play at this point. Heffner, however, to the contrary. See Denvir-Ferrie, International Match, Great Britain vs. United States, 1905.

c. Decidedly weak at this stage. 8 11 instead would bring the play back into regular lines, thus:

8 11	20 16	1 5	26 22	19 26	22 15	
27 24	11 27	31 27	16 20	30 23	10 26	
14 18	32 14	12 16	27 23	15 18	14 9	Drawn

Banks vs. Lieberman.

d. 15 19 19 23 6 24 32 27 27 24 20 24
 23 16 26 19 20 16 31 26 26 23 19 16
 12 19 24 28 28 32 24 28 24 20 24 19
 22 17 17 10 16 11 21 17 23 19 B. W.

ARTHUR BARNES vs. CHRIS NELSON.

GAME 56. Glasgow 9 14 22 17.

Barnes' Move.

9 14	16 23	16 19	6 10	10 14	11 15
22 17	27 11	<i>c</i> 22 18	25 22	18 9	32 28
11 15	7 16	14 23	10 17	5 14	15 19
25 22	20 11	17 14	22 13	13 9	23 16
8 11	<i>b</i> 3 7	10 17	7 10	8 11	<i>d</i> 12 19
23 19	28 24	21 14	31 27	26 23	Drawn
<i>a</i> 11 16	7 16	2 7	4 8	19 26	
24 20	24 20	29 25	27 18	30 23	

a. The Glasgow.

b. 3 8 also draws and leads to interesting play.

c. This is known among the experts as Martin's Rest; 26 23 is good here also.

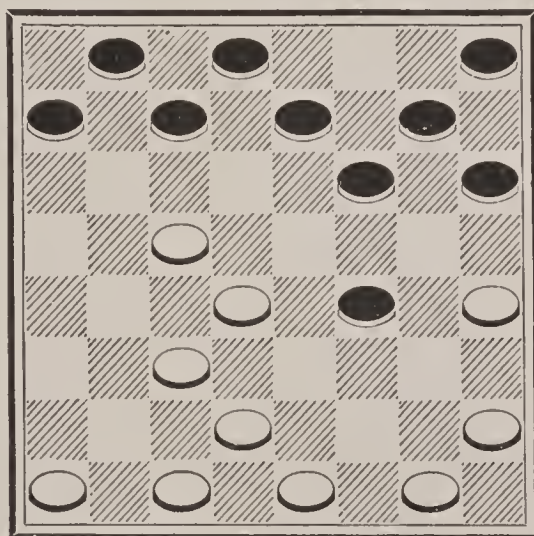
d. All published play.

GAME 57. Double Corner 9 14 22 17.

Nelson's Move.

9 14	14 23	11 15	1 6	7 11	5 9
22 17	27 18	18 11	27 24	15 8	26 23
11 15	15 19	8 15	6 9	4 11	9 13
25 22	<i>d</i> 17 14	32 27	24 19	25 22	18 14
8 11	10 17	9 18	15 24	2 6	10 17
24 20	21 14	26 23	28 19	22 18	23 18
<i>a</i> 3 8	<i>e</i> 6 9	19 26	9 18	6 10	Drawn
<i>b</i> 23 18	29 25	30 14	22 15	31 26	

- a. 4 8 12 19 12 19 14 18 18 23 10 14
 17 13 27 23 32 27 22 17 26 19 17 10
 15 19 8 12 11 15 19 24 15 24 6 24
 23 16 23 16 20 16 27 20 28 19 Drawn P. P.
- b. Very weak. 17 13 would force Black into regulation play, viz.:
- | | | | | | |
|---------|-------|-------|-------|-------|-------|
| 17 13 | 15 22 | 31 26 | 2 7 | 27 23 | 14 23 |
| c 11 16 | 26 17 | 8 12 | 23 16 | 12 16 | 28 24 |
| 20 11 | 16 19 | 29 25 | 12 19 | 25 22 | 19 28 |
| 7 16 | 23 16 | 4 8 | 32 27 | 7 11 | 26 12 |
| 22 18 | 12 19 | 27 23 | 8 12 | 23 18 | Drawn |
- Battersby vs. Hynd.
- c. Now Double Corner brought up as follows: 9 14, 22 17, 11 15, 25 22, 8 11, 17 13, 11 16, 24 20, 3 8. Same as note *b* at second move.
- d. Loses; but it is pretty hard to locate a satisfactory draw here.
- e. Black misses a win. The diagram shows the position after the 17 14 cut has been made.



Black to move and win:

6 10	20 11	4 8	26 23	1 6	29 25
f 22 17	8 22	25 18	19 26	28 24	12 16
11 16	30 25	8 11	31 22	6 9	B. W.

- f. 29 25, 30 25, 32 27 and 31 27 all allow a shot after the exchange via 10 17, 22 13; 20 16 looks good, but loses also.

H. B. REYNOLDS vs. G. TANNER.

GAME 58. Dyke 11 15 22 17.

Tanner's Move.

11 15	8 11	9 14	11 15	7 11	18 23
22 17	<i>a</i> 27 23	18 9	30 26	17 13	17 14
15 19	<i>b</i> 4 8	6 22	9 14	11 15	10 17
24 15	23 16	26 17	26 23	27 24	21 14
10 19	11 20	5 9	<i>c</i> 3 7	20 27	<i>e</i> 2 6
23 16	22 18	29 25	23 19	31 24	Drawn
12 19	8 11	7 10	15 24	14 18	
25 22	32 27	25 22	28 19	22 17	

a. The most popular way of defending the Dyke, although 30 25 will draw.

b. 11 16 here, a line not very often played, is also good. Sturges gives the following:

11 16	4 8	8 11	9 27	7 16	*6 9
29 25	22 18	27 24	32 23	15 11	22 18
9 13	6 9	11 15	16 20	1 6	*2 6
17 14	31 27	18 11	24 15	25 22	Drawn

<i>c.</i> 2 7	7 11	15 19	<i>d</i> 1 5	24 27	10 15
23 19	19 16	31 26	18 9	22 18	Drawn
15 24	11 15	19 24	5 14	27 31	
28 19	27 23	22 18	26 22	18 9	

<i>d.</i> 24 27	26 22	27 23	17 13	19 23	9 5
18 9	31 27	18 14	23 19	22 17	Drawn
27 31	23 18	10 15	16 12	23 18	

e. This same game was played between Gardner vs. Wyllie in practice games years ago.

GAME 59. Alma 11 15 22 17.

Reynolds' Move.

11 15	29 25	10 26	<i>c</i> 2 7	11 15	19 16
22 17	5 9	30 23	14 18	10 19	23 19
8 11	17 13	11 15	7 10	1 10	16 12
23 19	16 20	25 22	18 22	19 15	19 16
<i>a</i> 3 8	19 16	6 10	21 17	10 19	11 7
25 22	12 19	13 6	22 25	24 15	20 24
11 16	23 7	15 18	17 14	31 24	7 2
<i>b</i> 26 23	2 11	22 15	25 30	28 19	16 19
7 11	26 23	10 26	14 9	30 26	2 7
31 26	15 18	6 2	8 11	15 11	<i>d</i> 19 16
9 14	22 15	26 31	9 6	26 23	Drawn

- a. Forms the "Alma," an opening not generally played nowadays on account of the two-move restriction.
- b. 27 23 is perhaps preferable as it allows more scope.
- c. Here is another line that draws for white:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 27 23 | 6 10 | 32 23 | 12 26 | 20 16 | 15 11 |
| 20 27 | 2 7 | 8 11 | 28 24 | 23 19 | 6 2 |
| 2 7 | 8 12 | 7 16 | 31 27 | 16 12 | 26 31 |
| 1 6 | 23 19 | 10 15 | 24 20 | 19 15 | 2 6 |
| 7 2 | 4 8 | 19 10 | 27 23 | 10 6 | Drawn |
- d. All published play.

H. B. REYNOLDS vs. W. I. THOMIS.

GAME 60. Alma 11 15 23 19.

Reynolds' Move.						
11 15	17 14	11 18	25 22	15 19	7 3	
23 19	10 17	31 27	21 25	3 7	17 22	
8 11	21 14	2 7	19 15	19 24	3 7	
22 17	6 9	26 23	25 30	7 10	22 26	
a3 8	32 27	1 6	22 17	24 31	7 2	
25 22	9 18	23 14	30 26	10 15	26 30	
11 16	c27 24	6 9	15 10	22 17	19 24	
24 20	4 8	30 26	7 11	14 10	18 15	
16 23	24 19	9 18	10 7	31 26	2 6	
27 11	15 24	26 23	11 15	10 7	8 11	
8 15	22 15	13 17	7 3	26 22	24 27	
b29 25	7 11	23 14	26 22	15 19	30 26	
9 13	28 19	17 21	17 13	22 18	B. W.	

- a. Reynolds forms the Alma, an opening he plays very strong.
- b. 17 13 is preferable, although the text move is sound.
- c. Loses; 26 23 draws easy.

GAME 61. Old Fourteenth 11 15 23 19.

Thomis' Move.

11 15	9 14	13 22	8 11	14 23	23 16
23 19	18 9	25 9	24 20	6 1	14 10
8 11	5 14	6 13	<i>d</i> 7 10	23 27	11 15
22 17	26 23	29 25	22 17	1 6	20 11
<i>a</i> 4 8	1 6	<i>b</i> 13 17	2 6	27 32	15 18
25 22	30 25	21 14	23 18	6 9	10 15
9 13	15 18	10 17	6 9	32 27	18 23
27 23	22 15	<i>c</i> 25 22	17 13	9 14	24 19
6 9	11 27	17 26	10 14	27 23	W. W.
23 18	32 23	31 22	13 6	28 24	

- An old-timer which is pretty well understood by the experts.
- 8 11 at this stage was a favorite of the late C. F. Barker and played whenever the opportunity presented itself. See Var. 1.
- The popular move here is to take the 2 for 2 by 19 16, which leads to a tame draw. The text move was first introduced by Martins, who played it against Wyllie in one of their matches.
- The easiest continuation here would run via 11-16, etc. Draw.

Var. 1.

8 11	15 24	3 7	10 14	11 15	2 9
25 22	28 19	27 24	13 9	5 1	21 17
11 15	7 11	13 17	7 10	15 18	18 27
24 20	31 27	22 13	9 5	1 6	17 13
					Drawn
					<i>P. P.</i>

CHRIS NELSON vs. LOUIS GINSBERG.

GAME 62. Kelso Exchange 10 15 22 18.

Nelson's Move.

10 15	4 8	15 24	7 14	16 20	16 19
22 18	25 22	28 19	31 27	32 27	23 7
15 22	8 11	5 9	3 7	2 7	14 32
25 18	23 19	22 18	27 24	19 15	6 2
a11 15	6 10	c1 5	11 16	12 16	32 27
18 11	27 23	26 22	20 11	15 10	2 6
8 15	9 13	10 15	7 16	7 11	d27 23
b29 25	24 20	19 10	24 19	10 6	Drawn

- The text move is the most popular, although 11 16, 9 13 and 6 10 as played in the next game also draws.
- The best move here for White is 21 17, and Black must reply with 9 13 (if instead of 9 13 Black plays either 6 10 or 4 8, White gets a strong game by 17 13) then 30 25, 13 22, 25 11, 7 16, 24 20, 3 8, 20 11, 8 15. Drawn.
- Varies from Ginsberg-Banks game where the former played 2 6, which also draws.
- The game has been played on published lines all through except with a little variation on the ending.

GAME 63. Kelso Exchange 10 15 22 18.

Ginsberg's Move.

10 15	11 20	6 9	20 27	11 16	5 1
22 18	24 19	21 17	14 9	30 25	15 11
15 22	8 11	7 11	5 14	23 26	6 10
25 18	27 23	31 27	18 9	25 21	24 27
a6 10	4 8	9 13	27 31	26 31	10 14
b18 14	e23 18	28 24	9 5	21 17	27 31
10 17	8 12	13 22	31 26	31 26	1 6
21 14	19 15	24 19	5 1	17 14	31 26
9 18	11 16	22 26	26 22	18 15	6 9
23 14	15 11	19 12	1 5	9 6	26 22
1 6	16 19	g26 31	22 18	16 20	9 13
29 25	11 8	4 8	5 9	14 9	22 18
12 16	12 16	31 24	2 7	26 23	h32 27
c26 23	8 4	8 15	9 6	9 5	18 9
16 19	f19 23	24 19	7 11	20 24	i27 18
d23 16	25 21	15 24	6 9		

- h. White makes an attempt to break through; to do anything else would be a matter of time before Black crowns the man on 3 and eventually winning.
- i. The position is worthy of diagram and makes quite an interesting study for the amateur.
- j. If 22 18 then 6 9, 14 10, 9 14, 18 9, 5 7. B. W.
- k. 13 17, 11 16, 17 13, 16 19, 18 14, 6 1, 13 17, 1 5, 17 13, 19 15, 13 17, 15 11, 17 13, 11 7. B. W.
Same as Game at 100th move.

Var. 1.

24 15	4 8	30 21	2 6	21 14	11 16
11 18	31 26	9 18	22 18	7 10	18 15
28 24	6 9	23 14	6 10	14 7	10 14
8 11	25 22	8 12	27 23	3 10	15 10
2-24 19	18 25	26 22	10 17	32 28	14 18
Drawn P. P.					

Var. 2.

31 26	9 13	28 24	17 21	24 20	25 22
4 8	24 19	6 9	10 6	22 29	20 16
23 19	13 17	15 10	13 17	19 15	11 20
6 9	32 28	9 13	6 2	29 25	2 4
19 15	2 6	26 23	17 22	23 19	Drawn

D'Orio vs. McCombie

- l. Corrects a Buchanan vs. Ferrie game where the latter went 27 24 and lost as follows:

27 24	17 21	26 19	23 26	22 17	7 21
18 23	19 15	18 23	30 23	5 9	
15 10	11 18	25 22	21 25	14 5	

And Black ultimately wins

LOUIS GINSBERG vs. G. TANNER.

GAME 64. Bristol-Switcher 11 16 21 17.

Ginsberg's Move.

11 16	8 15	9 18	19 23	1 6	23 26
21 17	24 19	22 15	26 19	29 25	22 18
a9 13	16 23	c7 10	16 23	6 9	14 23
25 21	27 11	15 11	24 19	18 15	31 22
5 9	7 16	10 15	6 10	10 14	Drawn
b23 18	30 25	32 27	21 17	15 10	
10 15	3 7	15 19	13 22	9 13	
18 11	17 14	27 24	25 18	25 22	

- a. This attack has just a neutral effect since neither has as yet gained command of the center.
- b. 29 25 is more frequently adopted, though the text move has figures in some important contests.
- c. Varies from published analysis and seems to be an excellent departure from conventional play. The succeeding play reflects great credit on the abilities of both players. Wyllie in his match with J. Ferrie varied here with 16 20, thus:

16 20	13 17	1 17	8 11	7 16	7 10
32 27	21 14	25 21	d23 18	17 14	9 6
4 8	6 10	17 22	11 15	2 7	10 15
26 23	15 6	21 17	18 11	14 9	31 26
Drawn					

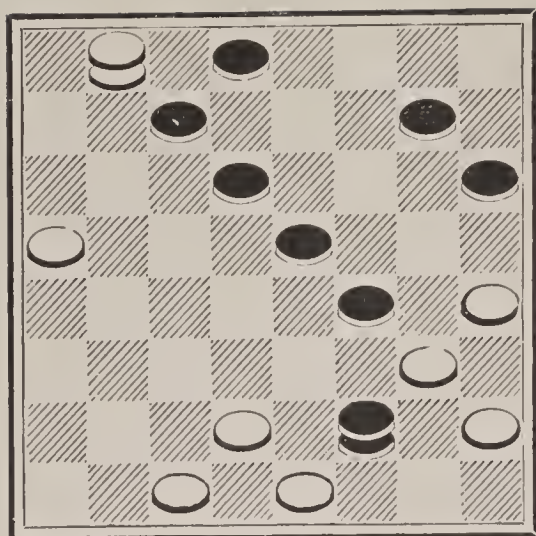
- d. If 17 14 then 2 6 draws.

GAME 65. Double Corner Dyke 11 16 21 17.

Tanner's Move.

11 16	17 13	b14 18	c1 5	20 16	9 5
21 17	1 6	22 17	8 11	9 14	23 27
9 14	29 25	18 23	5 9	15 19	5 1
25 21	8 12	17 14	11 16	26 22	6 10
16 19	25 21	10 17	20 11	24 28	1 6
24 15	7 10	21 14	27 20	14 17	2 9
10 19	27 24	23 27	11 8	28 32	13 6
23 16	4 8	14 9	19 24	22 18	10 15
12 19	32 27	27 32	28 19	32 28	17 14
17 10	9 14	9 5	15 24	18 14	24 20
6 15	a24 20	32 27	8 3	28 24	31 24
21 17	3 7	5 1	10 15	14 9	20 27
5 9	27 24	7 10	3 8	19 23	6 2
Drawn					

- a. Varies from game 28, which went 22 17.
- b. Very weak and analysis may show a White win.
- c. White misses a win. The diagram shows the position.



White to Move and Win.

26 22	16 11	30 25	15 24	22 17	16 19
27 23	27 20	19 24	25 21	11 16	8 11
20 16	11 4	28 19	16 11	4 8	W. W.
23 27	20 16				

ARTHUR BARNES vs. LOUIS GINSBERG.

GAME 66. Denny 10 14 24.19.

Barnes' Move.

10 14	11 15	9 13	4 8	10 15	15 22
24 19	18 11	32 28	22 18	19 10	26 17
a7 10	8 15	5 9	13 17	6 15	13 22
b28 24	26 22	e24 20	25 22	21 14	23 18
c3 7	7 11	15 24	9 13	1 5	W. W.
22 18	30 26	28 19	18 9	22 18	

- a. A dangerous line of play; 6 10 is the safest here.
- b. The power in the game, and seems to put Black immediately on the defensive.
- c. Weak again, as it permits the 22 17 line, which gives White the superior position. R. T. Ward vs. J. Alexander deviated thus:

9 13	18 9	11 15	22 18	13 17	18 15
22 18	5 14	d30 25	15 22	32 28	11 18
3 7	25 22	6 9	25 18	7 11	19 16
					Drawn

- d. 22 17 is strong here; the encyclopedia proceeds 13 22, 26 17, 7 11, 29 25, 11 16, 24 20, 15 24, 20 11, 8 15, 27 20, 15,18, 32 27, 18 22. Drawn.
R. T. Ward vs. J. Alexander

- e. The sequel to the position, after which Black's opportunities are completely wrecked.

GAME 67. Denny 10 14 24 19.

Ginsberg's Move.

10 14	25 9	11 16	27 20	10 15	30 26
24 19	5 14	24 20	4 8	31 26	8 11
6 10	a29 25	15 24	22 18	2 7	26 23
22 17	11 15	20 11	1 5	23 18	11 15
9 13	b25 22	8 15	18 9	14 23	22 17
28 24	7 11	28 19	5 14	26 10	15 18
13 22	c32 28	15 24	26 22	7 14	Drawn

- a. A powerful line; the position requires very careful handling on Black's part to counteract White's attempt to force pressure on Black's weakened double corner.
- b. 26 22 is much better here. See Shearer's Handbook "Trunk," Barker vs. Henderson.
- c. Practically throws away all of White's advantages.

CHRIS NELSON vs. H. B. REYNOLDS.

GAME 68. Bristol 11 16 22 17.

Nelson's Move.

11 16	24 19	16 19	22 13	18 27	26 22
22 17	16 23	25 22	7 10	31 6	12 16
a8 11	27 9	4 8	32 27	2 9	24 20
b23 18	6 22	21 17	3 7	13 6	16 19
9 14	25 18	8 12	18 15	1 10	20 16
18 9	12 16	17 14	11 18	28 24	19 23
5 14	29 25	10 17	27 23	10 15	c16 12
Drawn					

- a. 16 19 forms the Dyke. The text, however, permits of plenty of scope for the original player.
- b. Leaves all published play as far as text-books are concerned.
- c. A good original game and played well by both sides.

GAME 69. Dyke 11 16 22 17.

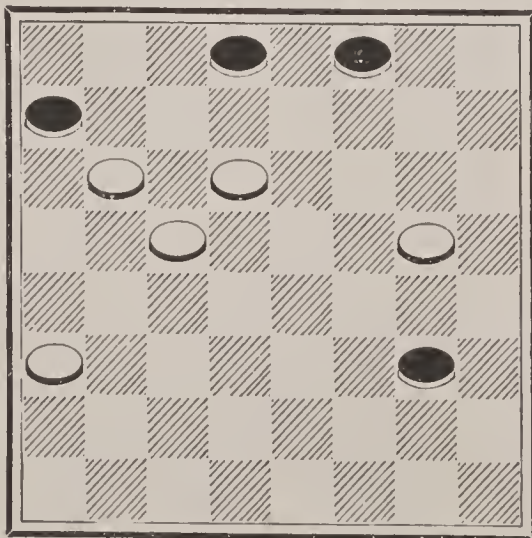
Reynold's Move.

11 16	8 11	9 14	d7 10	7 11	10 17
22 17	27 23	18 9	30 26	i19 16	21 14
a16 19	b4 8	6 22	9 14	11 15	15 19
24 15	23 16	26 17	26 23	17 13	14 10
10 19	11 20	11 15	3 7	j14 18	22 25
23 16	22 18	29 25	23 19	22 17	10 7
12 19	8 11	5 9	15 24	18 22	2 11
25 22	32 27	c25 22	28 19	17 14	Drawn

- Varies from preceding game and brings the play back to well known lines.
- 11 16 is a good alternative.
- Schaefer's Dyke at this stage gives 30 26 as the only move to draw.
- The text move is considered better than 7 11, as Black has a chance to go wrong, thus:

7 11	17 13	g16 19	22 17	22 31	28 10
e27 23	9 14	23 16	18 22	13 9	h1 5
11 16	30 26	14 18	31 27	31 24	17 14
					20 24

forming the following highly instructive position:



White to play and win:

k16 12	10 6	6 1	1 6	6 10	21 17
24 27	27 31	31 26	26 23	23 18	18 23
					And White wins

e. 30 26 14 10 26 23 13 17 1 17
 9 13 15 18 18 22 19 15 21 14 7 2
 17 14 22 15 23 19 2 6 6 10
 3 8 11 18 8 12 10 7 15 6 Drawn

Banks vs. Ginsberg.

f. This and 27 23 are equally good.

g. 15 19 18 9 3 8 5 1 19 24 14 9
 22 18 5 14 9 5 14 18 28 19 30 25
 1 5 13 9 8 12 23 14 16 30 Drawn

h. 20 24 1 10 7 11 32 27 23 19 16 19
 17 13 9 6 16 7 9 6 1 5 21 17
 2 7 24 27 27 32 27 23 19 16 19 23
 10 6 6 2 13 9 6 1 5 9 9 14

W. W. D'Orio vs. Henderson.

i. See game No. 58 for correct continuation.

j. 15 19 may be better, but Black does not look strong enough to win.

k. Corrects Henderson in Second American Tourney, Game 84, note *f*, at fourth move, where 10 6 is played, which allows a draw by 3 7. The 16 12 move sustains the White win.

GEORGE TANNER vs. W. H. GECKLER.

GAME 70. Kelso 10 15 21 17.

Tanner's Move.

10 15	17 10	<i>c</i> 12 16	17 14	10 17	26 17
21 17	6 24	29 25	11 16	24 19	13 22
11 16	27 11	4 8	31 27	5 9	23 18
<i>a</i> 24 19	8 15	25 22	2 6	19 12	1 6
15 24	22 18	<i>d</i> 8 11	32 28	9 13	<i>e</i> 14 9
28 19	15 22	22 17	6 10	18 14	B. W.
<i>b</i> 9 14	25 18	16 20	28 24	17 22	

a. A restricting line of play, the advantage, if any, perhaps being with the Black pieces.

b. Very much better than 8 11 as played in Game 22.

c. Varies from Jacob & Strudwick's Kelso, which plays 4 8 at this point to a draw, as follows:

4 8	15 19	1 6	7 10	19 26	5 14
29 25	23 16	22 18	14 7	30 23	Drawn
8 11	12 19	11 16	3 19	6 9	
18 14	32 28	27 24	18 15	23 18	
11 15	7 11	2 7	16 20	9 14	
31 27	25 22	24 15	26 23	18 9	

- d. 5 9, 22 17, 9 13, 17 14, 13 17 seems to give Black the upper hand.
- e. No draw after this.

ARTHUR BARNES vs. HARRY MOORE.

GAME 71. Paisley 12 16 22 17.

Barnes' Move.

12 16	21 14	16 20	24 19	d14 17	26 17
22 17	4 8	31 27	10 14	e15 11	2 7
8 12	24 19	b7 10	18 9	16 19	11 2
17 14	16 23	14 7	5 14	23 16	1 5
9 18	a27 18	3 10	30 26	12 19	2 9
23 14	12 16	26 23	c11 16	32 28	5 30
10 17	28 24	8 12	19 15	17 22	B. W.

- a. Into the regular "Paisley Break."
- b. This cut is more generally played after 25 21 and 26 23 are played.
- c. 11 15 is strong here, but the text move gives Black adequate opportunity.
- d. Brilliantly conceived.
- e. Either 25 22 or 25 21 would give White the laboring oar by 16 19, etc.

H. B. REYNOLDS vs. W. H. GECKLER.

GAME 72. Single Corner 11 15 22 18.

Geckler's Move.

11 15	21 14	1 6	14 10	11 16	6 10
22 18	9 18	26 23	9 14	10 7	16 19
15 22	23 14	c16 20	10 1	2 11	23 16
25 18	4 8	23 19	14 23	30 26	12 19
12 16	26 23	11 16	27 18	5 9	10 14
29 25	8 11	19 15	20 27	1 6	W. W.
a8 12	b23 18	3 8	32 23	9 14	
18 14	6 9	25 22	16 20	18 9	
10 17	31 26	7 11	15 10	11 15	

- a. Rather unusual and allows White all the scope; Black has several good lines here, 9 13 as played in the next game or 10 14, which leads to very interesting play.
- b. White is gradually developing a very strong position.
- c. The loser; 6 10, 25 21, 10 17, 21 14, 2 6, 30 25, 6 10, 25 21, 10 17, 21 14, 7 10, 14 7, 3 10, 24 20, 9 13, 28 24, 5 9, 32 28, 10 15, 18 14, 9 18, 23 14, 16 19, 14 10, 19 23. Drawn.

GAME 73. Single Corner 11 15 22 18.

Reynold's Move.

11 15	10 19	d3 7	10 15	9 14	6 15
22 18	24 15	24 20	31 27	23 19	27 23
15 22	5 9	7 11	20 24	15 24	1 6
25 18	23 18	20 16	27 20	28 19	e20 16
12 16	c16 19	11 20	6 10	2 6	6 10
29 25	25 22	15 11	26 23	32 27	16 12
a9 13	7 10	8 15	19 26	10 15	15 19
b18 15	27 24	18 11	30 23	19 10	Drawn

- a. The Flora Temple line, one of the strongest attacks of the Single-Corner opening.
- b. Very unusual at this point; it is generally played after 25 22, Black having moved 16 20.
- c. 16 20 would run the game back into an old published line which admits of a preponderance of Black wins.
- d. This gives White the better game; 8 12 is the published dope to draw.
- e. Geckler could have scored from the Internationalist, thus: 11 7, 4 8, 7 3, 6 10, 2 6, 15 18, 6 15, 18 27, 15 10. W. W.

Group 3.

J. DEMPSEY vs. J. HOWE, JR.

GAME 74. Bristol-Switcher 11 16 21 17.

11 16	23 16	8 12	32 27	7 11	28 19
21 17	12 19	17 13	9 14	24 20	18 22
9 14	17 10	1 6	a22 17	15 18	27 24
25 11	6 15	25 21	3 7	23 19	b8 11
16 19	21 17	7 10	26 23	11 15	16 7
24 15	5 9	27 24	19 26	20 16	2 11
10 19	29 25	4 8	30 23	15 24	19 15

Drawn.

- a. Varies from following game; 27 23 also draws.
 b. Dempsey misses a simple win by 22 25.

GAME 75. Bristol-Switcher 11 16 21 17.

Howe's Move.

11 16	24 15	b1 6	32 27	7 11	28 24
21 17	10 19	29 25	9 14	13 9	13 17
9 14	17 10	7 10	e24 20	6 13	30 25
25 21	6 15	25 21	f3 7	15 6	W. Wins
a16 19	21 17	8 12	27 24	2 9	
23 16	5 9	c27 24	g15 18	24 15	
12 19	17 13	d4 8	22 15	11 18	

- a. Now into the Double-Corner Dyke.
 b. Quite a favorite with A. Jordan, the claimant of the world's championship, and no doubt better than the time-worn 2 6 line.

c.

22 18	4 8	17 14	18 27	26 22	12 16
15 22	31 26	9 18	32 7	11 15	17 14
26 17	8 11	27 23	2 11	22 17	10 17

Drawn

A. Jordan vs. J. F. Horr.

- d. 9 14 is rather weak but just manages to draw. See Var. 1.

(1)

9 14	31 27	10 19	26 17	16 20	25 22
22 18	2-15 18	27 24	12 16	30 25	3 7
14 23	24 15	18 22	24 15	4 8	22 18

Drawn

P. P.

(2)

3 8	21 17	19 23	28 19	11 16	14 7
27 11	4 8	24 19	8 11	18 14	2 11
8 15	26 22	15 24	22 18	16 20	17 14

W. W.

Jordan beat Pomeroy

e.

22 17	19 26	24 20	11 20	19 15	19 23
8 11	30 23	15 18	23 19	10 19	27 24
26 23	3 7	20 16	7 11	17 1	20 27

Drawn

Jordan vs. Lieberman

- f.* At first glance 19 24, 28 19, 15 24 looks good, but White gets a strong game by 27 23, 3 7, 22 18, 14 17, etc.
- g.* Very poor and loses outright. The following is the proper continuation:

14 17	19 26	7 10	8 11	2 9	9 13
21 14	30 23	24 19	23 18	22 17	Drawn
10 17	17 26	15 24	6 9	11 15	
26 23	31 22	28 19	13 6	18 11	

W. T. COOPER vs. A. JORDAN.

GAME 76. Switcher 9 13 21 17.

Cooper's Move.

9 13	22 17	11 16	25 21	9 14	6 2
21 17	13 22	27 24	15 18	17 13	25 29
11 15	26 17	<i>c</i> 10 15	14 10	14 17	2 6
25 21	<i>b</i> 4 8	19 10	7 14	13 9	29 25
8 11	29 25	6 15	17 10	17 21	31 26
17 14	<i>f</i> 2 6	24 20	<i>j</i> 18 22	9 6	19 23
10 17	24 19	16 19	20 16	8 12	26 19
21 14	15 24	23 16	5 9	16 11	25 22
<i>a</i> 6 10	28 19	12 19	21 17	22 25	W. Wins

- a.* Forcing the commanding center characteristic of the first side of the Switcher opening.
- b.* One of the powerful attacks, the sequel to a series of combinations which necessitate very careful handling of the White pieces.
- c.* N. W. Banks played the more regular line ensuing from 16 20, vs. Alf. Jordan, at Cedar Point, the latter replying 31 27, *g*6 9, 32 28, 9 18, 23 14, 10 15, etc. Eventually drawn.
- d.* Differing slightly from the older route, thus: 12 16, 24 20, 18 22, 25 18, 16 19, 23 16, 10 15, 27 23, 15 22, 14 10, 6 15, 31 26, 22 31, 32 27, 31 24, 28 10, 7 14, 17 10, 2 7, 16 12*, 7 14, 23 19. Drawn.
Shearer's Handbook
- e.* The fancy draw is 6 10 first; now, if 24 20 Black seems to draw safely and if 25 21, 10 17, 21 14, 16 20, 31 26, 8 11, 23 19, 12 16, 19 12, 18 22, 26 17, 11 15, White reciprocates with 12 8, 3 12, 13 9, 7 10. Drawn.

- f.* A very good alternative here is 1 6, then 25 21, 15 18, 30 25, *d*11 16*, 17 13, 10 17, 21 14, *e*16 20, 23 19, 18 22, 25 18, 6 10, 14 9. Drawn.
- g.* Introducing F. Tescheleit's move, Jordan offers the following figures as published play: 8 11, 25 22, *h*3 8, 30 25*, *i*6 9. Drawn.
- h.* Apparently with the intention of eliminating Strickland's line at this point, who gives 11 16 first.
- i.* Again, this departs from the regular continuation, thus: 11 15, 23 18, 8 11, 25 21, 6 9, 17 13, 10 26, 19 3, 26 31, 13 6, 1 10, 3 8, 10 15, 18 14, 15 19, etc. Drawn, Lees-Kirk.
- j.* Apparently untenable; the more natural play is 8 11, 21 17, 18 22, 17 13, 19 24, 32 28, 11 15, and the position draws, White having the move. D'Orio vs. Lieberman, Kansas City, Mo., 1913.

J. HOWE, JR., vs. J. H. SCOTT.

GAME 77. Wagram 9 13 24 20.

Howe's Move.

9 13	5 9	<i>a</i> 3 8	11 25	14 23	7 16
24 20	17 13	23 18	30 21	<i>b</i> 27 18	9 5
11 15	9 14	14 23	1 5	12 16	6 10
22 17	29 25	27 18	26 23	18 14	5 1
13 22	4 8	10 14	5 14	16 19	10 15
25 11	25 22	18 9	31 27	14 9	13 9
8 15	8 11	15 19	8 11	11 16	15 18
21 17	28 24	24 15	23 18	20 11	1 6

Drawn

- a.* This is the most popular way of defending the "Wagram" opening, although 14 18 draws as follows:

14 18	1 5	2 7	18 25	6 10	30 26
23 14	31 27	19 16	30 14	13 9	2 6
10 17	5 9	12 19	10 17	21 25	26 23
27 23	27 23	23 16	26 23	9 6	19 16
7 10	9 14	14 18	17 21	25 30	23 19
23 19	32 28	16 12	23 19	6 2	Draws

Lee's Guide.

- b.* All published play, the ending may be varied but all that can be secured out of the position is a draw.

GAME 78. Wagram 9 13 24 20.

Scott's Move.

9 13	15 19	6 10	19 26	3 7	26 30
24 20	23 16	32 27	30 23	12 8	3 7
11 15	12 19	1 6	14 17	11 16	10 15
22 17	<i>b</i> 17 13	27 24	24 20	20 11	7 10
13 22	10 15	5 9	17 26	7 16	Drawn
25 11	27 23	<i>c</i> 16 12	31 22	24 20	
8 15	8 12	9 14	10 14	15 19	
21 17	23 16	25 22	28 24	20 11	
4 8	12 19	<i>d</i> 7 11	6 10	19 26	
<i>a</i> 29 25	20 16	26 23	13 9	8 3	

- a.* 17 13 is very much better as it stops Black from taking the double exchange by 15 19, etc.
- b.* 27 23, 8 12, 23 16, 12 19, 17 14, 10 17, 32 27, 7 11, 27 23 may draw as in "Jordan's American Match Games Book."
- c.* 31 27 don't look very encouraging if followed by 9 14, so 16 12 is as good as any.
- d.* Black misses a win: 14 18, 31 27, 18 25, 30 21, 15 18, 24 15, 10 19, 21 17, 7 10, 27 24, 18 22. Black wins.

J. H. SCOTT vs. T. J. HARRIGAN.

GAME 79. Denny-Lassie 10 14 24 20.

Scott's Move.

10 14	12 16	4 8	<i>d</i> 9 13	10 14	15 22
24 20	20 11	25 22	27 24	26 23	16 7
<i>a</i> 11 15	8 22	8 11	5 9	13 17	3 10
22 18	26 10	28 24	23 18	22 6	Drawn
15 22	6 15	7 10	1 5	2 9	
<i>b</i> 25 18	29 25	24 20	30 26	20 16	

- a.* A strong line of play which seems to net Black the majority of wins; 6 10, however, is more restricting and therefore employed in match play to a more considerable extent.

- b. The multitudinous possibilities emanating from the 26 10 take are well worthy careful consideration. The following beautiful variation on the 26 10 capture was played between A. Jordan vs. Hugh Henderson in their subscription match. See Var. 1:

(1).

26 10	4 8	25 21	5 9	30 26	10 17
6 15	17 13	7 10	26 23	14 17	B. wins
28 24	9 14	32 28	1 5	23 14	Jordan
8 11	23 19	c2 6	29 25	9 18	vs.
21 17	15 18	31 26	3 7	21 14	Hender- son

- c. 5 9 was published in the D. P. Q. R. as a draw.

d.	1 6	23 18	15 18	30 25	11 15	17 14
	31 26	9 14	17 13	18 22	32 28	Drawn
	3 8	18 9	6 9	26 17	14 18	
	27 24	5 14	13 6	9 13	24 19	
	8 12	22 17	2 9	25 22	18 25	

GAME 80. Denny-Lassie 10 14 24 20.

Harrigan's Move.

10 14	b12 16	4 8	3 7	8 12	9 14
24 20	20 11	c25 22	31 26	26 22	18 9
11 15	8 22	d7 11	1 6	e11 15	5 14
22 18	26 10	23 19	27 23	18 11	30 26
15 22	6 15	15 24	6 10	7 16	14 18
a25 18	29 25	28 19	22 18	22 18	Drawn

- a. Threatening a single position

- b. Black refuses the idea and decides to break things up.

- c. In the International Match, G. B. vs. U. S., 1905, the play varied here with 28 24:

9 14	31 26	9 13	26 10	2 7	22 18
25 22	5 9	23 18	7 14	26 23	1 5
8 11	24 20	14 23	30 26	7 10	Drawn

Schaefer vs. Halliwell.

- d. The key move to the position.

- e. 9 13, 32 27, 11 15, 18 11, 7 16, 30 25, 2 6, 22 18, 6 9, 27 24, 16 20, 18 15, 20 27, 15 6, 27 31 B. W. Lieberman vs. Hefter.

J. H. SCOTT vs. ALFRED JORDAN.

GAME 81. Dundee 12 16 24 20.

Scott's Move.

12 16	23 19	15 18	30 26	8 12	28 24
24 20	16 23	25 22	2 7	5 1	c11 16
8 12	27 9	18 25	22 18	12 19	2 11
28 24	6 13	29 22	b13 17	24 8	23 18
1a9 14	26 23	6 9	19 16	4 11	24 19
22 18	10 15	27 23	12 19	1 6	16 23
3 8	31 27	7 10	23 16	30 26	20 16
18 9	1 6	32 28	14 30	6 2	Drawn
5 14	23 19	10 14	21 25	26 23	

- a. It is surprising that in view of the frequency that this opening was balloted in the American tourney that the 3 8 line, popularized by J. D'Orio, was not patronized at all. Perhaps the last game played by Mr. D'Orio on this line in the Central West was in a subscription match with H. Lieberman for a purse of \$50.00. See Var. 1.

(1)

3 8	10 17	12 16	7 14	15 18	2 6
23 18	21 14	20 11	22 18	23 14	32 27
9 13	16 19	8 15	15 22	9 18	6 9
18 14	24 15	27 23	26 10	3 8	27 24
10 17	11 25	d4 8	8 11	18 22	25 30
21 14	29 22	25 21	10 7	8 11	24 19
6 10	1 6	6 9	11 15	22 25	30 25
25 21	30 25	14 10	7 3	11 15	19 16

White wins.

- b. 7 10, 26 22, 11 15, 18 11, 8 15, 20 16, 14 17, drawing by Cowan's coup; the old dope continuation and the best. The text move, however, will just draw.
- c. H. Henderson seems to have missed this pretty yet simple draw in an important contest.
- d. 6 9 then 31 27 and Black just draws. P. Doran.

GAME 82. Dundee 12 16 24 20.

Jordan's Move.

12 16	16 23	12 16	7 16	4 8	15 22
24 20	27 9	23 18	9 5	5 1	2 6
8 12	6 13	13 17	16 20	8 11	27 31
28 24	26 23	22 13	5 1	1 6	6 10
9 14	10 15	15 22	15 18	2 9	31 27
22 18	31 27	21 17	b1 5	13 6	23 18
3 8	a1 6	8 12	18 23	10 15	27 23
18 9	32 28	13 9	27 18	6 2	18 14
5 14	6 10	11 15	20 27	22 26	11 16
23 19	25 22	20 11	17 13	30 23	c14 9
Drawn					

- a. 12 16 is occasionally played here; if White replies with 23 18, 15 22 25 18, then the 11 15 cut draws as follows:

11 15	7 16	15 18	19 26	1 6	6 10
18 11	24 20	27 23	30 23	16 12	8 3
8 15	16 19	18 27	4 8	8 11	11 15
20 11	20 16	32 23	23 19	12 8	19 16
13 17					
Drawn					

Banks vs. Nelson, 2d American Tourney

- b. Varies from Henderson-Doran and Jordan-Henderson games where 24 19 was played.
- c. The game was continued for 30 more moves but was eventually drawn.

T. J. HARRIGAN vs. W. T. COOPER.

GAME 83. Dundee 12 16 24 20.

Harrigan's Move.

12 16	3 8	a5 9	8 15	2 11	9 18
24 20	26 22	20 11	30 23	21 17	27 23
8 12	11 15	15 18	15 19	11 15	18 27
28 24	20 11	22 15	23 16	b31 26	32 16
9 14	7 16	10 26	12 19	4 8	8 12
22 17	24 20	17 10	10 7	17 14	16 11
Drawn					

- a. 16 19 as played in the Spielman-O'Grady game is best.

b. Varies from Whalen-O'Grady game and gives Black an equal position. See notes to Whalen-O'Grady game.

GAME 84. Dundee 12 16 24 20.

Cooper's Move.

12 16	8 11	11 15	2 6	20 24	1 10
24 20	b28 24	29 25	13 9	23 18	15 6
a11 15	16 20	4 8	6 13	15 19	3 7
20 11	24 19	25 22	23 18	c30 26	6 2
7 16	10 15	8 11	14 23	5 9	7 11
22 18	19 10	17 13	26 10	18 15	2 7
15 22	6 22	9 14	11 15	9 14	11 15
25 18	26 17	31 26	27 23	10 6	7 10

Drawn

- a. The text move, while not as popular as the routine 8 12 followed by 9 14, is nevertheless sound for a draw. The late R. Jordan, champion of the world, played it against R. Stewart in their match.
- b. Stewart varied here with 29 25 in the aforementioned game. See Var. 1.
- c. 18 14, 19 23, 21 17, 24 27, 10 7, 3 10, 14 7, is better and would admit of more winning possibility.

Var. 1.

29 25	24 19	27 23	18 9	22 18	27 9
4 8	2 7	6 10	5 14	13 22	10 15
25 22	2-19 16	16 12	26 22	18 9	9 6
8 12	12 19	11 16	7 11	5 14	15 19
28 24	23 16	22 17	31 27	23 19	21 17
16 20	10 14	9 13	1 5	16 23	11 16

Etc., Drawn

Jordan vs. Stewart

Var. 2.

30 25	25 21	14 7	6 2	2 6	10 7
9 13	10 17	3 10	21 25	30 25	18 23
18 15	21 14	18 15	22 17	6 10	19 15
11 18	3-1 6	10 14	13 22	13 17	12 16
23 14	27 23	15 10	26 17	10 6	Drawn
10 17	6 9	14 17	9 13	25 22	Jordan
21 14	23 18	10 6	17 14	14 10	vs.
6 10	7 10	17 21	4-25 30	22 18	Holmes

Var. 3.

7 10, 14 7, 3 10, 22 17, 13 22, 26 17, 5 9, 17 13,
1 6, 27 24, 20 27, 32 23, 10 14, 31 26. White wins.
S. Kennedy vs. W. Benstead.

Var. 4.

13 17	6 10	22 25	10 6	30 26	11 7
2 6	25 30	15 11	29 25	31 22	20 24
17 22	19 15	25 29	14 10	25 18	Drawn
					P. Thirkell

W. T. COOPER vs. J. DEMPSEY.

GAME 85. Bristol 11 16 24 20.

Cooper's Move.

11 16	10 15	<i>b</i> 19 24	11 16	25 30	26 23
24 20	22 17	28 19	20 11	23 19	10 6
16 19	6 10	15 24	7 16	15 18	2 9
23 16	29 25	26 23	31 27	17 14	13 6
12 19	8 11	11 15	16 19	10 17	18 22
22 18	17 13	<i>d</i> 30 26	23 16	21 14	6 1
9 14	4 8	<i>e</i> 24 28	14 18	30 26	Drawn
18 9	25 22	26 22	16 11	14 10	
5 14	<i>a</i> 1 6	8 11	18 25	6 15	
25 22	22 17	27 24	27 23	19 10	

- a.* Teeming with intricate formations. H. F. Shearer considers this an inferior line. C. F. Barker tried it on J. Drouillard in their match, but since then it has not figured much in important contests.
- b.* Considered very weak. Jas. Ferrie vs. A. Jordan in the finals of the Scottish Tourney. Continued 8 12, 27 24, 11 16, 20 11, 7 16, 31 27, *c*3 8, 26 22. White wins.
- c.* Of course, this was a mere oversight. 3 7, 27 23, 7 11, 26 22, 19 26, 30 23, 6 9, 13 6, 2 9, 17 13, 16 20 draws easily. Shearer's Modern Handbook.
- d.* In the Bradford-Lawson Match the former took the shot by 13 9 and lost.
- e.* 8 12, 26 22, 7 11, 32 28, 6 9, 13 6, 2 9, 28 19, 15 24, 17 13, 11 15. Drawn. Lawson vs. Ginsberg.

GAME 86. Bristol 11 16 24 20.

Dempsey's Move.

11 16	25 22	15 24	9 5	7 11	23 19
24 20	10 15	<i>b</i> 26 23	12 19	16 7	25 30
16 19	22 17	11 15	23 16	3 17	19 16
23 16	6 10	20 16	14 17	27 23	30 26
12 19	29 25	24 28	21 14	18 27	16 12
22 18	8 11	30 26	10 17	31 24	Drawn
9 14	17 13	4 8	25 21	17 21	
18 9	<i>a</i> 19 24	13 9	15 18	26 23	
5 14	28 19	8 12	21 14	21 25	

a. The play up to this point is regular. The continuation is 4 8, 25 22, 2 6, 22 17, 19 24, as in standard works. However, this cut is not unsound and contains many interesting points.

b. During a Melvin Brown Tourney in Brooklyn, N. Y., the following play occurred:

25 22	27 23	23 19	17 13	21 14	32 28
4 8	8 11	<i>c</i> 18 22	22 25	10 17	7 10
<i>d</i> 13 9	22 17	9 6	13 6	30 14	26 23
11 15	15 18	2 9	14 17	1 17	17 22

White eventually won

c. In the same tourney, C. Nelson played 18 23 here vs. Lieberman, with a drawn result.

d. A. Jordan played 22 17 vs. L. Ginsberg, coaxing it back into published play, but the Brooklyn expert preferred 11 15 at this stage, and the following pretty play came in:

22 17	17 13	26 22	32 28	23 14	14 10
11 15	14 17	17 26	15 18	11 16	12 16
13 9	21 14	30 23	28 19	20 11	9 6
8 11	10 17	3 8	8 12	7 32	2 9

Drawn

Louis Ginsberg vs. A. Jordan

JOHN HOWE, JR., vs. T. J. Harrigan.

GAME 87. Kelso 10 15 24 19.

Howe's Move.

10 15	11 15	7 10	9 14	15 24	14 18
24 19	27 24	14 7	18 9	28 19	11 7
15 24	8 11	3 10	5 14	11 15	18 25
28 19	23 18	31 27	26 23	19 16	29 22
6 10	14 23	a2 6	4 8	12 19	c10 14
22 17	17 14	27 18	30 26	23 16	Drawn
9 14	10 17	6 9	1 5	8 12	
25 22	21 14	32 28	24 20	16 11	

- a. 1 6 is also playable. 5 9 brings up some interesting play as in Var. 1.

Var. 1.

5 9	10 17	12 16	17 21	5 9	b15 18
27 18	19 10	24 20	29 25	10 6	22 15
9 13	11 15	16 19	1 5	9 14	2 6
18 14	32 27	20 16	16 12	6 1	1 17
					Drawn

H. Lieberman vs. A. Jordan

- b. 14 18, 1 5, 2 7, 5 9, 7 11, 9 14, 18 23, 27 18, 13 17. Drawn. A. H. Barnes vs. A. Jordan.
- c. All book throughout.

GAME 88. Kelso 10 15 24 19.

Harrigan's Move.

10 15	11 15	7 10	9 14	9 13	15 24
24 19	27 24	14 7	18 9	25 21	22 18
15 24	a8 11	3 10	5 14	4 8	12 19
28 19	23 18	31 27	26 23	24 20	18 9
6 10	14 23	2 6	1 5	15 24	8 12
22 17	17 14	27 18	30 26	28 19	B. W.
9 14	10 17	6 9	5 9	11 15	
25 22	21 14	32 28	i29 25	20 16	

- a. Undoubtedly a strong line of play. Once in the meshes of this formation, White must tread carefully. P. B. Perry, in the Second American Tourney, played 7 11 here vs. A. Jordan in the preliminary round.

Jordan replied 23 18, 14 23, 17 14, 10 17, 19 10, and after an ending that lasted over two hours, Black secured a draw. 5 9 is a good departure and leads to some beautiful published play, thus:

5 9	22 18	8 15	26 17	3 8	24 20
17 13	15 22	<i>c</i> 32 28	4 8	<i>d</i> 28 24	<i>e</i> 1 5*
2 6	25 18	15 18	24 20	11 15	19 15
<i>b</i> 30 25	11 15	31 27	8 11	20 16	Drawn
7 11	18 11	18 22	29 25	15 18	

b. *f*22 18, 15 22, 26 17, 7 11, 32 28, 11 15, 24 20, 15 24, 28 19, 8 11, 30 26, 11 15, 19 16, 12 19, 23 16, 15 19, 16 11, 14 18, 17 14, 10 17, 21 5, 18 23, 26 22, 23 26, 22 18, 26 30, *g*18 14, 30 26. Drawn.

c. 29 25 8 11 22 18 11 15 28 19 11 15
 4 8 32 28 15 22 24 20 8 11 19 16
 25 22 3 8 26 17 15 24 31 26 12 19
 and Black replies 1 5 and draws easily.

d. 20 16 8 11 19 10 9 14 7 3 26 30
 11 20 22 18 6 22 10 7 22 26 7 10
 25 22 10 15 17 10 11 16 3 7 30 26
Black wins
 Ginsberg vs. Lieberman

e. The starred move, 10 15, 17 10, 15 31, 23 5, 6 15, 16 11. White wins.

f. 29 25 14 23 26 19 9 18 24 15 18 23
*h*7 11 27 18 8 15 21 17 10 19 26 22
 31 27 11 16 22 17 12 16 30 26 Drawn
 1 5 18 11 4 8 19 12 8 11 O'Grady
 23 18 16 23 17 14 15 19 17 14 vs.
Lieberman

g. H. B. Reynolds played 20 16 instead and lost to L. Ginsberg.

h. 8 11 is strongest at this stage and leads to a narrow draw for White.

i. 24 20, of course, is correct at once.

J. DEMPSEY vs. W. G. HILL.

GAME 89. Edinburgh 9 13 22 18.

Dempsey's Move.

9 13	23 14	13 17	14 10	16 20	10 14
22 18	16 23	15 11	16 19	15 10	27 23
a12 16	27 18	7 16	10 7	12 16	25 22
b24 19	1 6	20 11	4 8	10 7	16 19
8 12	26 23	3 7	18 15	23 27	11 15
18 14	6 9	d32 27	12 16	7 2	e20 24
10 17	23 19	7 16	7 3	27 32	29 25
21 14	11 16	27 23	8 12	2 6	23 27
6 9	19 15	19 26	3 7	9 13	14 18
c28 24	16 19	31 6	19 23	6 10	27 32
9 18	24 20	2 9	7 11	32 27	25 21

White wins

- a. Black has several moves to draw. 10 15, 6 9, or the text are perfectly sound.
- b. The consensus of opinion among experts seems to prevail that 24 20 at this stage is decidedly best.
- c. 26 22 leads to interesting play, thus:

26 22	22 18	25 22	32 27	16 11	26 17
9 18	10 14	7 10	11 15	18 25	13 22
22 8	18 9	31 26	19 16	30 21	27 23
4 11	5 14	1 5	12 19	15 18	Drawn
25 22	29 25	27 24	23 16	24 19	R. Jordan
7 10	3 7	16 20	14 18	18 22	vs.

W. Scott

Fifth England-Scotland International Match

- d. Hynd vs. Barker in the 1905 International Match, Great Britain-United States, varied here with 30 26, as follows:

30 26	2 9	18 15	26 31	10 14	12 16
7 16	14 10	23 26	6 10	22 26	15 11
26 23	16 19	6 2	14 17	14 18	16 19
19 26	10 6	9 14	25 21	26 30	18 15
31 6	19 23	2 6	17 22	29 25	19 23

Drawn

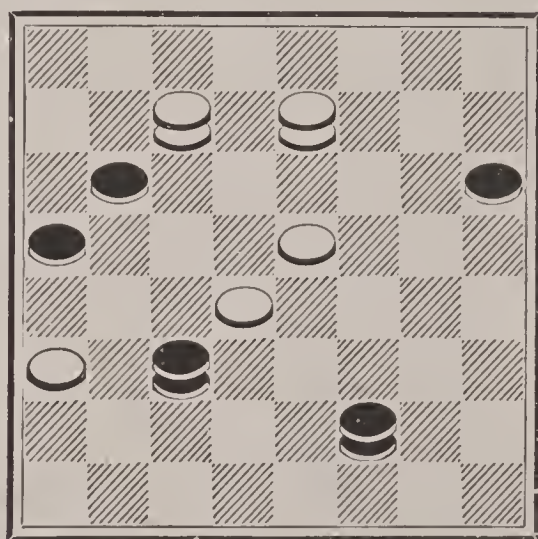
- e. Very poor. 19 24 draws easily.

GAME 90. Edinburgh 9 13 22 18.

Hill's Move.

9 13	32 28	10 17	25 22	11 16	22 18
22 18	6 10	19 10	18 25	<i>f</i> 19 15	25 22
<i>a</i> 10 15	28 24	7 14	29 22	16 20	6 1
<i>b</i> 18 14	10 17	22 15	17 21	24 19	20 24
<i>c</i> 15 19	21 14	3 7	20 16	14 18	10 7
24 15	11 15	15 10	8 11	15 10	24 27
11 18	26 22	7 11	16 7	18 25	7 3
28 24	<i>d</i> 1 6	27 23	2 11	19 15	27 31
8 11	23 19	11 15	10 6	25 30	3 7
24 20	6 10	<i>e</i> 23 19	21 25	26 22	31 27
4 8	31 26	15 18	30 21	30 25	1 6

And 5 9 forms the following instructive position, well worthy a diagram:



White to move and draw.

<i>g</i> 6 1	23 14	7 2	9 14	5 9	18 23
27 23	15 10	14 7	11 15	14 18	14 18
1 5	22 25	2 11	25 22	9 14	23 27

- Quite a favorite line some years ago, but it has been hammered to such an extent of late years that experts are beginning to doubt its soundness.
- One of the powerful attacks to the 10 15 line. There is little play published on this line, however, to warrant its strength. 25 22 inaugurates a powerful center via 6 10, 23 19, 11 16, etc.
- 15 18 is bad on account of 24 20, 11 15, 28 24, 8 11, 26 22, 4 8, 23 19, 6 10, 21 17. White wins.

- d. This should lose for Black; the proper continuation would run thus:

7 11	6 15	16 19	8 12	5 9	14 18
23 19	30 26	23 7	25 21	27 23	19 10
2 6	12 16	3 26	18 25	9 14	Drawn
19 10	26 23	31 22	29 22	23 19	

- e. White misses a win thus: 25 22, 17 21, 23 18, 14 23, 26 19, 5 9, 20 16, 9 14, 16 11. White wins.
- f. 26 23 would be very much better, but it only draws. By playing 19 15, Dempsey has set for himself a task to secure the draw.
- g. A brilliant move, drawing an apparently lost game in expert fashion.

W. G. HILL vs. J. HOWE, JR.

GAME 91. Kelso 10 15 24 19.

Hill's Move.

10 15	23 18	6 9	11 7	9 13	14 10
24 19	14 23	<i>a</i> 26 23	13 22	18 9	4 8
15 24	17 14	9 13	25 18	5 14	B. W.
28 19	10 17	30 25	27 31	2 6	
6 10	21 14	5 9	7 2	27 18	
22 17	7 10	<i>b</i> 32 28	10 14	6 9	
9 14	14 7	11 16	2 7	14 17	
25 22	3 10	18 11	31 27	25 21	
11 15	31 27	16 20	29 25	18 23	
27 24	2 6	<i>c</i> 22 17	1 5	21 14	
8 11	27 18	20 27	7 2	23 16	

- a. Very weak. 32 28 as played in the next game is better.
- b. Dunne gives the following to draw: 25 21, 1 5, 32 28, 9 14, 18 9, 5 14, 24 20, 15 24, 28 19. Drawn.
- c. 22 18 would be better, thus: 22 18, 20 27, 11 8, 4 11, 18 15, 11 18, 23 7, but Black is very strong.

GAME 92. Kelso 10 15 24 19.

Howe's Move.

10 15	14 23	4 8	15 24	10 15	18 22
24 19	17 14	29 25	28 19	2 7	15 18
15 24	10 17	9 14	11 15	<i>e</i> 18 22	26 31
28 19	21 14	18 9	19 16	7 11	18 25
<i>a</i> 6 10	7 10	5 14	12 19	15 18	28 32
22 17	14 7	<i>b</i> 25 21	20 16	11 15	25 22
9 14	3 10	<i>c</i> 11 16	19 23	19 24	32 27
25 22	31 27	22 17	16 11	17 13	30 25
11 15	2 6	16 23	<i>d</i> 15 19	24 28	23 26
27 24	27 18	26 19	11 7	15 19	21 17
8 11	6 9	8 11	14 18	22 26	26 30
23 18	32 28	24 20	7 2	19 15	25 21

Drawn

- The routine line which permits of little deviation.
- 26 23 draws easily (see all standard works), but the move in the text may have been taken to confuse his youthful opponent.
- The crushing move—upon the same theory that Reynolds should have scored from Henderson in the “Prelim” of the last American Tournament at Cedar Point, O.
- Here the youngest contestant in the American Tourney (16 years of age) could have won from the “Internationalist” with 15 18, 30 25, 23 26, 11 7, 18 23, 7 2, 14 18, 2 7, 10 15. Black wins.
- Again Black should force the play by 23 27.

T. J. HARRIGAN vs. W. G. HILL.

GAME 93. Dundee 12 16 24 20.

Harrigan's Move.

12 16	16 19	7 16	10 26	4 8	15 24
24 20	24 15	23 19	31 22	17 14	28 24
8 12	11 25	16 23	7 11	10 17	16 20
28 24	29 22	26 19	<i>c</i> 22 17	21 14	23 18
9 14	8 11	2 7	11 16	8 11	20 24
<i>a</i> 22 17	17 13	27 23	30 25	14 10	18 15
3 8	11 16	14 17	<i>d</i> 6 10	11 15	Drawn
<i>b</i> 25 22	20 11	21 14	<i>e</i> 25 21	32 28	

- a. Good ideas result from this line. It may be questioned whether this or 22 18 is best.
- b. This and 26 22 have figured equally in the games played on this opening.
- c. The power in the game, if 22 18 is played. Black replies 6 9, 13 6, 1 10 and has an equal game. A. Jordan scored from J. Drouillard in their Subscription Match at San Francisco, varying from Note *d*, but Harrigan was fully equal to the emergency.
- d. J. Drouillard played 4 8, 25 22, 8 11, 22 18, 6 9, 13 6, 1 10, 32 28 and White wins.
- e. 25 22, 1 6, 22 18, 5 9, 32 27, 4 8, 18 15, 9 14, 27 24, 14 21, 24 20, 21 25, 20 4, 12 16, 19 12, 10 26. Drawn. Ginsberg vs. Lieberman.

GAME 94. Dundee 12 16 24 20.

Hill's Move.

12 16	18 9	10 15	29 22	2 7	20 16
24 20	5 14	31 27	6 9	22 18	<i>b</i> 14 17
8 12	23 19	1 6	27 23	7 10	21 7
28 24	16 23	23 19	<i>a</i> 7 10	26 22	9 14
9 14	27 9	15 18	32 28	11 15	19 10
22 18	6 13	25 22	10 14	18 11	<i>c</i> 12 26
3 8	26 23	18 25	30 26	8 15	Drawn

- a. Nothing better. If 11 16, 20 11, 7 16, White secures a powerful grip by 23 18, 16 23, 21 17.
- b. A neat execution commonly known as "Cowan's Coup."
- c. All book.

T. J. HARRIGAN vs. A. JORDAN.

GAME 95. Second Double Corner 11 15 24 19.

Harrigan's Move.

11 15	<i>a</i> 16 20	5 14	15 24	<i>d</i> 3 8	11 18
24 19	22 17	22 18	28 19	29 25	14 9
15 24	4 8	1 5	14 17	8 11	16 19
28 19	17 13	18 9	21 14	22 18	23 14
8 11	8 11	5 14	10 17	11 16	<i>e</i> 19 24
22 18	26 22	<i>c</i> 30 26	26 22	18 14	Drawn
11 16	<i>b</i> 9 14	11 15	17 26	7 11	
25 22	18 9	32 28	31 22	19 15	

a. Varies from Game 50, where 22 17 was played.

b. 10 15 is a strong alternative here, thus:

10	15	2-6	10	14	23	5	14	10	19	18	27
19	10	13	6	27	18	30	26	22	17	32	7
7	14	2	9	9	14	20	24	14	18	3	10
1-29	25	23	19	18	9	19	15	26	23	Drawn Bradley	

(1)

30	25	22	15	26	22	27	20	32	23	25	21
2	7	3	8	11	18	14	17	6	9	26	30
18	15	31	26	22	15	21	14	13	6	B. W.	
11	18	7	11	20	24	9	27	1	26	Holmes vs. Brown	

(2)

3	8	20	24	9	27	1	26	5	9	2	6
18	15	27	20	32	23	30	23	25	22	26	23
11	18	14	17	6	9	8	11	9	14	6	10
22	15	21	14	13	6	23	19	31	26	22	18

Drawn
L. Ginsberg vs. H. Morrall

c. 29 25 is bad and leads to a very weak ending.

d. R. Jordan vs. R. Stewart played the following variation:

6	10	11	15	16	19	24	27	27	23	17	22
22	18	18	11	23	16	22	18	19	16	10	7
3	8	7	16	12	19	27	31	23	18	18	23
29	25	13	9	15	10	18	15	16	11	7	3
8	11	10	14	19	24	31	27	14	17	Drawn	
25	22	19	15	27	23	23	19	9	5		

e. The game has been played on published lines throughout, except for a slight variation in the ending.

GAME 96. Second Double Corner 11 15 24 19.

Jordan's Move.

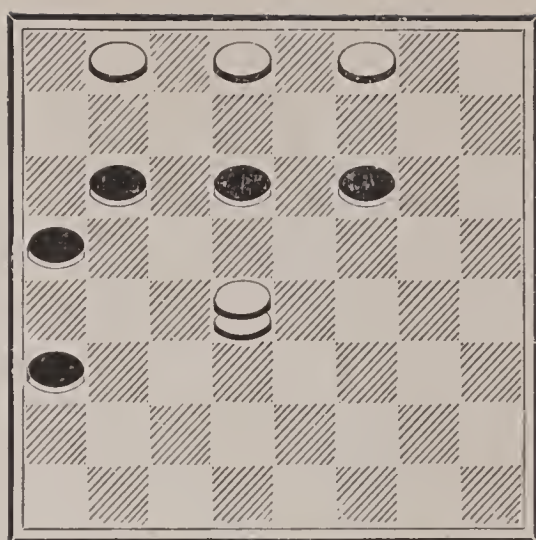
11 15	<i>a</i> 9 13	2 9	17 21	9 14	24 27
24 19	<i>b</i> 17 14	23 18	25 22	19 15	23 19
15 24	10 17	<i>c</i> 10 14	3 8	24 27	27 31
28 19	21 14	18 15	27 23	31 24	19 15
8 11	6 10	7 11	20 24	16 20	14 18
22 18	14 9	15 8	22 17	24 19	10 7
11 16	5 14	4 11	13 22	20 24	18 23
25 22	18 9	29 25	26 17	15 11	7 2
16 20	1 5	14 17	11 16	18 15	31 27
22 17	9 6	<i>d</i> 32 28	17 13	19 10	<i>f</i> 15 10
Drawn					

- The most powerful attack on this opening.
- Original with Robert Stewart, the noted Scotch expert, who used it with success in many important contests. The older continuation (30 25) is now somewhat obsolete.
- R. Jordan, the late Champion of the World, varied here with 9 14 against J. Ferrie, in their match for the title:

9 14	12 16	8 11	14 18	17 26	15 24
18 9	19 12	25 22	23 14	31 22	28 19
5 14	4 8	11 15	10 17	7 11	20 24
32 28	29 25	27 23	26 23	23 19	22 18
Drawn					

- 25 22, 9 14, *e*32 28, 3 8, 27 23, 20 24, 22 18, 17 21, 18 9, 5 14, 26 22, 14 17, 22 18, 17 22, 19 15. Drawn.
- 22 18 26 17 15 8 14 10 6 1 6 10
14 23 13 22 3 12 19 24 9 14 18 23
27 18 19 15 18 14 10 6 1 6 10 15
17 22 12 16 16 19 5 9 14 18

and the following interesting position is formed:



Black to play and win.

24 27	22 26	31 26	31 27	16 20	20 24
31 24	19 15	19 15	19 15	1-19 24	19 28
20 27	26 31	27 31	12 16	27 31	31 27
15 19	15 19	15 19	15 19	24 19	30 25

and Black wins.

(1)

19 15	24 28	15 19	27 31	32 27	32 27
20 24	18 15	22 25	19 26	28 32	23 19
15 18	26 22	30 21	31 22	27 23	27 23

Black wins

f. An even game.

J. H. SCOTT vs. J. DEMPSEY.

Game 97. Edinburgh 9 13 22 17.

Scott's Move.

9 13	25 22	2 6	d30 25	16 20	15 10
22 17	8 11	23 18	5 9	23 19	30 26
13 22	23 18	14 23	25 21	10 14	10 6
25 18	6 9	27 18	12 16	17 10	26 23
a11 15	26 23	6 9	24 19	7 23	18 15
18 11	b9 14	21 17	15 24	19 15	23 18
8 15	18 9	9 13	28 12	23 26	15 10
29 25	5 14	26 23	11 16	22 18	e18 15
4 8	c31 26	1 5	32 28	26 30	B. W.

- a. Generally adopted and is probably best, although 12 16 and 6 9 are played frequently.
- b. Poor. 10 14 is proper, thus:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 10 14 | 27 24 | 1 5 | 31 26 | 7 11 | 32 28 |
| 24 19 | 9 13 | 18 9 | 11 15 | 16 7 | 17 22 |
| 15 24 | 18 9 | 5 14 | 19 16 | 2 11 | 23 19 |
| 28 19 | 5 14 | 24 20 | 12 19 | 26 23 | 15 24 |
| 7 10 | 22 18 | 3 7 | 23 16 | 13 17 | 28 19 |
- Drawn
- c. White is very powerful. If Black can draw, it is of a problematical nature.
- d. White misses the sequel to Note c.. 18 14, 11 16, 23 18, 7 11, 14 7, 3 10, 18 14. White wins.
- e. The Black win is now quite evident. White must crown on 1 and Black retaliates with 9 14 and eventually wins by holding the pieces on 12 and 28 on the side.

GAME 98. Edinburgh 9 13 22 17.

Dempsey's Move.

9 13	4 8	8 12	11 20	7 11	5 14
22 17	17 13	23 16	29 25	23 18	18 9
13 22	<i>b</i> 15 19	12 19	7 11	6 10	10 14
25 18	23 16	32 27	25 22	26 23	22 18
11 15	12 19	7 11	11 15	20 24	11 16
18 11	24 15	27 23	26 23	28 19	<i>c</i> 9 6
8 15	10 19	3 7	2 7	15 24	Drawn
<i>a</i> 21 17	27 23	23 16	30 26	13 9	

- a. Varies from preceding game and has been more explored than 29 25.
- b. Best and leads to an even game.
- c. The game has been meritoriously contested by both players.

A. JORDAN vs. J. DEMPSEY.

GAME 99. Dundee 12 16 22 18.

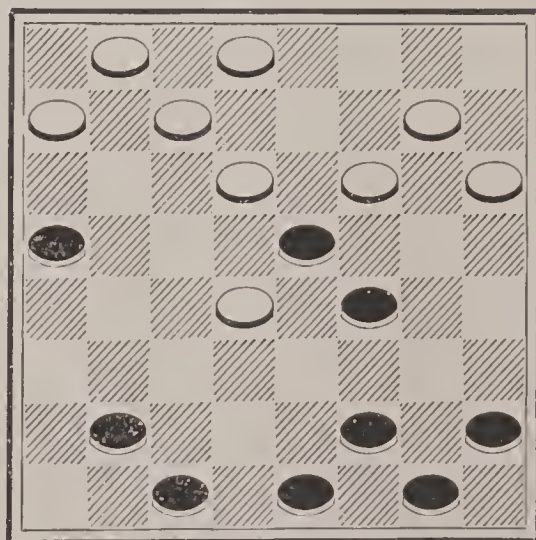
Jordan's Move.

12 16	22 15	14 18	21 14	17 22	7 3
22 18	7 10	30 25	15 19	27 24	14 18
8 12	25 22	9 13	26 23	20 27	31 27
25 22	10 19	17 14	6 15	32 14	15 19
16 20	23 16	13 17	23 16	1 6	27 24
a29 25	12 19	15 11	7 11	14 10	d19 23
10 14	24 15	8 15	16 7	6 9	Drawn
18 15	b4 8	14 10	3 17	10 7	
11 18	22 17	2 7	25 21	9 14	

a. Varies from Ginsberg vs. Henderson, where 22 17 was played to a draw.

b. 14 18	23 14	8 15	26 23	10 15	17 13
30 25	9 18	27 24	5 9	19 10	9 14
4 8	31 26	20 27	23 19	6 15	25 21
26 23	7 10	32 7	15 24	21 17	Drawn
c2 7	15 11	3 10	28 19	1 6	Janvier

c. 9 14 loses and forms the following position:



White to play and win.

31 26	6 15	23 14	1 6	4 8	20 27
3 7	21 17	30 23	22 17	9 18	32 14
15 10	14 30	27 24	6 9	28 24	W. W.
					Irving

d. Except for a slight variation on the endgame, the play is old.

GAME 100. Dundee 12 16 22 18.

Dempsey's Move.

12 16	26 23	2 6	14 7	c9 13	10 7
22 18	9 18	24 19	3 10	22 18	8 11
16 20	23 14	6 9	b29 25	4 8	7 3
a18 14	1 6	25 21	8 12	18 15	13 17
9 18	30 26	9 18	31 27	10 14	3 8
23 14	6 9	27 24	11 16	15 10	11 15
10 17	26 23	20 27	27 23	14 18	8 11
21 14	9 18	32 14	5 9	23 14	Drawn
6 9	23 14	7 10	25 22	16 23	

- Leads to an open game.
- 21 17 is a natural looking move to make, but it loses, thus: 21 17, 8 12, 31 26, 5 9, 29 25, 9 13, 25 22, 11 16, 26 23, 4 8. Black wins. A. Jordan fell for this simple trap several years ago and was not to be caught napping again.
- 4 8, 22 18, 8 11, 28 24, 16 20, 21 17, 20 27, 18 15. Drawn.

J. H. SCOTT vs. W. G. HILL.

GAME 101. Dundee 12 16 24 20.

Scott's Move.

12 16	20 11	10 17	10 7	4 8	27 18
24 20	7 16	21 14	2 11	29 25	5 9
8 12	23 18	b6 9	22 18	9 14	3 7
28 24	14 23	14 10	15 22	25 22	12 16
9 14	27 11	19 24	26 10	1 5	7 10
22 17	8 15	26 23	11 15	31 27	15 19
3 8	24 20	9 14	10 7	8 11	10 15
25 22	16 19	30 26	24 28	23 18	19 23
a11 15	17 14	5 9	7 3	14 23	c15 8

- 16 19 as played in Game 1 is very much better. It is questionable if the text move will draw.
- Black has several moves, but they all give a weak ending. If 2 7, then 20 16, 6 9, 14 10, 7 14, 16 11, White wins; or if 4 8, then 29 25, 2 7, 25 21, and White is strong enough to win.
- Hill forces the win in creditable style.

GAME 102. Dundee 12 16 24 20.

Hill's Move.

12 16	5 14	1 6	<i>b</i> 7 16	6 10	31 27
24 20	23 19	32 28	18 11	14 7	25 21
8 12	16 23	<i>a</i> 12 16	8 15	2 27	27 23
28 24	27 9	23 18	<i>c</i> 27 23	29 25	
9 14	6 13	15 22	15 19	16 19	B. W.
22 18	26 23	25 18	24 15	25 22	
3 8	10 15	11 15	13 17	27 31	
18 9	31 27	20 11	21 14	30 25	

a. Varies from Game 82, where 6 10 was played.

b. 18 25 loses, thus:

18 25	29 25	11 16	9 14	28 32	11 7
24 20	31 24	18 15	24 27	19 16	13 17
7 16	28 1	2 7	14 18	32 27	7 2
20 11	4 8	1 5	27 32	15 11	17 22
8 15	25 22	16 19	18 23	7 10	2 6
30 26	8 11	5 9	32 28	16 19	22 26
22 31	22 18	19 24	23 19	10 14	19 15

White wins

c. A bad blunder. 24 20, 16 19, 27 23 draws. White evidently overlooked the shot.

A. JORDAN vs. W. G. HILL.

GAME 103. Kelso 10 15 24 20.

Jordan's Move.

10 15	21 17	3 10	25 18	4 8	3 7
24 20	11 15	20 16	<i>e</i> 10 14	19 16	6 9
15 19	32 27	<i>d</i> 8 12	18 9	18 23	7 10
23 16	6 10	27 24	5 14	16 12	23 27
12 19	17 14	12 19	29 25	8 11	31 24
<i>a</i> 27 24	9 18	22 18	14 18	12 8	20 27
7 10	26 23	15 22	28 24	11 16	25 22
24 15	19 26	24 6	2 6	8 3	9 13
10 19	30 7	1 10	24 19	16 20	22 18

Drawn

a. Very popular during the 1905 International Match.
22 18 also draws:

22 18	<i>b</i> 11 15	32 27	18 25	19 16	15 24
6 10	18 11	7 10	30 21	3 8	28 19
25 22	8 15	27 24	1 6	16 7	9 14
10 14	21 17	9 14	31 27	2 11	Drawn
29 25	4 8	17 13	19 23	27 23	
14 23	25 21	14 18	26 19	8 12	
27 18	8 11	21 17	5 9	24 19	

b. In the America vs. Great Britain Match, Halliwell scored with 1 6 against Head as follows:

1 6	11 15	15 24	5 14	11 15	10 14
<i>c</i> 32 27	26 23	28 19	31 27	16 11	7 3
9 14	19 26	7 10	2 6	6 10	8 12
18 9	30 23	23 18	27 23	23 18	B. W.
6 13	8 11	10 14	3 8	14 23	
27 24	24 19	18 9	19 16	11 7	

c. Head missed the proper continuation:

21 17	13 17	20 11	5 14	26 1	7 14
9 13	22 13	8 29	30 25	2 6	Drawn
17 14	11 16	14 9	29 22	1 10	

d. 8 11 also draws.

e. 4 8, 28 24, 8 11, 24 19, 10 14, 18 9, 5 14, 29 25, 14 17, 25 22, 17 26, 31 22. Drawn. Banks vs. Jordan.

GAME 104. Kelso 10 15 24 20.

Hill's Move.

Repetition of Game 103.

J. DEMPSEY vs. T. J. HARRIGAN.

GAME 105. Paisley 11 16 24 19.

Dempsey's Move.

11 16	23 14	6 9	26 23	10 19	18 14
24 19	16 23	25 21	<i>b</i> 6 10	18 15	31 26
8 11	27 18	<i>a</i> 11 15	14 7	19 24	<i>d</i> 32 28
22 18	12 16	18 11	3 10	27 23	26 23
4 8	28 24	9 18	<i>c</i> 21 17	24 27	28 19
18 14	16 20	23 14	2 6	23 18	23 16
10 17	31 27	7 16	23 18	27 31	B. W.
21 14	8 12	30 26	16 19	17 13	
9 18	26 23	1 6	24 15	20 24	

- a. Varies from Game 14, where 1 6 was played to a draw.
- b. Best, and immediately gains command of the center of the board.
- c. 23 18 is probably best, as it forces 5 9, then 27 23, 20 27, 18 14, 9 18, 23 7. Drawn.
- d. A bad oversight. 32 27, 24 31, 14 10. Drawn.

GAME 106. Paisley 11 16 24 19.

Harrigan's Move.

11 16	9 18	16 23	a11 16	3 26	6 10
24 19	23 14	27 18	26 23	30 23	18 14
8 11	10 17	4 8	b16 19	5 9	9 18
22 18	21 14	31 27	24 15	c23 19	d27 24
16 20	11 16	8 11	7 10	2 7	
18 14	25 21	28 24	14 7	29 25	

- a. Varies from Game 14.
- b. Black must take the shot in order to equalize matters.
- c. 18 15, 2 7, 23 18, 7 10, 15 11, 10 15, 18 14, 9 18, 27 24, 20 27, 32 14. Drawn.
- d. All published play.

A. JORDAN vs. W. T. COOPER.

GAME 107. Switcher 9 13 21 17 11 15.

Jordan's Move.

9 13	22 17	18 22	28 24	9 18	3 8
21 17	13 22	25 18	9 18	17 14	11 15
11 15	26 17	11 16	23 14	10 17	8 3
25 21	a15 18	20 11	8 11	19 15	15 19
8 11	24 20	8 22	27 23	22 26	B. W.
17 14	1-3 8	24 20	2 6	15 8	
10 17	29 25	4 8	2-b23 19	26 31	
21 14	1 6	32 28	6 9	8 3	
6 10	28 24	6 9	31 27	7 11	

- a. Very aggressive in a way, though well covered by modern analysis.

Var. 1.

2 6	15 22	11 15	8 11	15 18	5 14
29 25	32 28	13 9	27 24	24 20	8 3
18 22	6 9	4 8	12 16	7 11	18 23
25 18	17 13	24 19	19 12	16 7	3 7
10 15	9 18	15 24	11 15	3 17	23 26
28 24	23 14	28 19	20 16	12 8	Drawn

Henderson vs. Searight, Scottish Tourney

Also Henderson vs. Reynolds, Second American Tourney, 1912.

- b. 23 18 is the correct move here, and is given in almost every text book treating this opening.

Var. 2.

23 18	13 9	6 2	2 7	21 25	
10 15	10 17	7 10	15 22	22 26	Drawn
17 13	9 6	30 25	7 21	31 22	Lee's
6 10	5 9	22 29	11 15	15 18	Guide

W. G. HILL vs. W. T. COOPER.

GAME 108. Wagram 9 13 24 20 11 15.

Hill's Move.

9 13	28 24	10 17	e18 15	5 14	13 9
24 20	b12 16	19 15	3 12	30 25	18 23
11 15	22 18	17 22	15 11	14 18	32 28
a23 18	15 22	26 17	7 16	25 21	24 27
8 11	25 18	13 22	20 11	12 16	31 24
18 14	8 12	15 8	2 7	21 17	20 27
10 17	d27 23	16 19	11 2	16 20	28 24
21 14	6 10	23 16	1 6	17 13	27 31
4 8	24 19	12 19	2 9	19 24	Drawn

- a. Varies from Game 39, where 22 17 was played to a draw.

- b. This move throws the game into White's hands; 6 10 is very much better, thus:

6 10	11 25	10 17	13 22	15 18	3 10
25 21	29 22	25 21	26 17	24 19	23 18
10 17	1 6	2 6	8 11	18 27	5 9
21 14	27 23	21 14	c31 27	32 23	17 13
15 19	6 10	6 10	11 15	7 11	9 14
24 15	30 25	22 17	27 24	14 7	Drawn

- c.* 23 19, 11 15, 32 28, 15 24, 28 19, 7 11, 14 7, 3 10, 31 26, 5 9, 17 13, 9 14, 13 9, 11 15. Black wins. Lieberman vs. Hefter.
- d.* White relinquishes the attack; 29 25 followed by 27 23 looks strong enough to win.
- e.* The position is now a Second Double Corner brought up as follows: 11 15, 24 19, 15 24, 28 19, 8 11, 22 18, 11 16, 25 22, 4 8, 22 17, 9 13, 17 14, 10 17, 21 14, 6 10, 27 24, 10 17, 24 20, 8 11, 19 15, 17 22, 26 17, 13 22, 15 8, 16 19, 23 16, 12 19.

A. CARLSON vs. T. J. HARRIGAN.

GAME 109. Denny 10 14 24 20.

Carlson's Move.

10 14	8 22	15 24	6 10	9 13	15 24
24 20	26 10	28 19	22 18	18 9	9 6
11 15	6 15	<i>h</i> 9 14	8 12	5 14	10 17
22 18	<i>c</i> 29 25	27 23	28 24	22 18	6 2
15 22	4 8	<i>i</i> 5 9	1 5	13 17	7 11
<i>a</i> 25 18	25 22	32 28	24 20	18 9	23 19
<i>b</i> 12 16	<i>f</i> 7 11	2 6	<i>j</i> 3 7	11 15	W. W.
20 11	23 19	30 26	26 22	21 14	

- a.* 26 10 is a good alternative, but Black has a variety of attacks.
- b.* 6 10 confines White to a very narrow draw. The following seems the best defense:

6 10	7 10	4 8	2 7	14 17	10 14
26 22	32 28	18 15	18 9	21 14	12 8
8 11	3 8	9 13	5 14	10 17	14 17
27 24	30 26	15 6	25 22	26 23	23 18
10 15	11 16	1 10	11 15	17 26	Drawn
24 19	20 11	29 25	19 16	31 22	Jordan
15 24	8 24	8 11	12 19	7 10	vs.
28 19	28 19	22 18	23 16	16 12	Banks

c. 21 17 is weak. Barker lost it to Searight in the International Match, thus:

21 17	28 24	27 23	28 19	16 11	2 6
4 8	14 17	5 9	11 15	26 31	15 24
17 13	21 14	13 6	19 16	11 7	6 15
9 14	10 17	2 9	15 18	31 27	17 21
29 25	31 26	32 28	23 19	7 2	25 22
1 6	8 11	9 14	18 22	27 18	14 18
25 21	<i>d</i> 23 19	24 20	26 23	30 25	B. W.
6 10	7 10	15 24	22 26	18 15	

d. Heffner, in annotating the game, gives 24 20 to draw, but the following will show where he errs:

24 20	26 23	23 19	30 23	24 19	
<i>e</i> 7 10	18 27	15 18	18 27	28 24	
27 24	32 23	19 15	15 11	19 16	
10 14	17 22	2 6	27 32	24 19	B. W.
23 19	19 16	16 12	11 8	8 4	
15 18	11 15	22 26	32 28	14 18	Ginsberg

e. Corrects the 5 9 play as given by Heffner, and keeps the win in hand.

<i>f.</i> 8 11	9 14	6 13	8 12	11 16	23 26
28 24	17 13	30 25	23 18	9 6	24 19
1 6	<i>g</i> 3 8	14 17	5 9	16 23	
23 19	27 23	25 21	32 28	6 2	Drawn
6 10	2 6	17 26	9 14	7 11	Doran
21 17	13 9	31 22	18 9	2 6	vs.
					Ginsberg

<i>g.</i> 5 9	31 26	7 14	27 23	27 31	6 2
13 6	14 18	32 27	19 24	26 22	7 10
2 9	23 14	11 16	22 18	17 26	23 18
27 23	10 17	24 20	24 27	9 6	W. W.
9 13	19 10	16 19	18 9	3 7	Ginsberg
					vs. Banks

h. Varies from Game 80, where 3 7 was played to a draw.

i. Very weak. 3 7 would be more natural for the draw, thus:

3 7	18 9	8 12	30 26	15 24	22 17
22 18	5 14	26 22	11 15	28 19	Drawn
7 10	31 26	2 7	32 28	7 11	

j. Not much left after this. Black has gradually worked into a loss from Note i.

P. WHALEN vs. F. R. WENDEMUTH.

GAME 110. Dundee 12 16 21 17.

Whalen's Move.

12 16	24 20	3 8	31 15	8 15	17 14
21 17	6 9	27 23	13 17	29 25	10 17
9 13	<i>a</i> 27 23	<i>c</i> 11 16	22 13	4 8	22 13
23 18	8 12	20 11	5 9	25 21	15 18
10 15	23 16	7 16	13 6	2 6	26 22
17 14	12 19	18 11	1 19	21 17	Drawn
16 19	32 27	9 27	25 22	6 10	

a. 27 24 was played in the Jordan vs. Barker World's Championship Match to the following draw:

27 24	22 13	20 11	25 22	15 11	4 8
1 6	15 22	7 16	24 27	23 18	10 15
32 27	24 8	29 25	22 18	16 12	8 4
8 12	4 11	16 20	27 31	18 22	15 19
25 21	26 17	24 19	19 16	11 8	30 25
12 16	9 27	15 24	31 27	6 10	29 22
<i>b</i> 27 23	31 24	28 19	18 15	8 4	12 8
13 17	11 15	20 24	27 23	2 7	3 12
Drawn					

b. 30 25 is tricky, but very weak, as the succeeding play will show:

30 25	5 14	23 16	25 30	10 17	23 18
4 8	27 23	12 19	7 10	26 30	3 7
21 17	2 7	8 3	30 23	17 26	22 26
7 10	31 27	29 25	16 12	30 23	7 2
14 7	7 10	3 7	23 19	3 7	26 31
3 10	29 25	10 15	15 11	9 14	10 6
17 14	8 12	27 24	18 23	12 8	18 14
10 17	22 18	6 9	11 8	14 18	Drawn
25 21	15 29	20 16	23 26	8 3	Bryden
9 14	24 8	15 18	8 3	18 22	vs.
18 9	16 19	24 15	17 22	7 10	Gilmore

c.

8 12	13 17	2 18	11 20	7 10	10 17
23 16	22 6	<i>d</i> 30 26	26 23	15 6	21 14
12 19	15 22	4 8	19 26	1 10	Drawn
25 21	26 17	20 16	31 15	17 14	Grover
vs. Morrall					

- d.* 17 14 19 23 31 24 26 30 25 21 26 22
 1 6 28 24 8 12 22 17 6 10 17 13
 21 17 4 8 30 25 30 26 13 9 10 17
 18 22 24 19 22 26 29 25 30 26 21 14
 *e*17 13 23 27 25 22 26 30 9 6 Drawn
- e.* 30 25, 6 9, 25 18, 9 13, 31 27, 13 22, 27 24, 19 23,
 14 9, 5 14, 18 9, 4 8, 9 6, 8 12, 6 2. Drawn. Lieber-
 man vs. H. L. Brown.

GAME 111. Dundee 12 16 21 17.

Wendemuth's Move.

12 16	<i>b</i> 6 9	13 17	4 8	19 23	12 16
21 17	27 23	22 13	17 14	26 19	1 5
9 13	11 16	5 9	3 7	15 24	15 19
23 18	20 11	13 6	29 25	28 19	5 9
<i>a</i> 10 15	7 16	1 19	8 12	16 23	<i>e</i> 23 26
17 14	18 11	<i>d</i> 25 22	14 9	25 22	Drawn
16 19	9 27	8 15	7 10	10 15	
24 20	31 15	22 17	9 5	5 1	

- a.* Now into the Kelso Cross, one of the most complicated of openings.
- b.* 6 10 is very weak, as the following play by J. McFarlane will show:

6 10	<i>c</i> 12 16	10 17	6 9	21 25	5 9
25 21	30 25	25 21	13 6	22 17	14 5
10 17	7 10	2 6	1 17	25 30	15 18
21 14	14 7	21 14	29 25	17 14	23 14
8 12	3 10	13 17	17 21	4 8	30 32
27 23	18 14	22 13	25 22	32 27	Drawn

<i>c.</i> 13 17	29 25	18 23	18 9	14 17	15 11
23 16	1 6	25 22	11 15	28 24	22 26
12 19	31 26	7 10	9 6	19 28	11 7
22 13	6 9	22 18	15 18	26 19	3 10
15 22	13 6	8 12	6 2	18 23	6 15
26 17	2 18	13 9	10 14	19 15	W. W.
4 8	17 13	5 14	2 6	17 22	H. Jacob

- d. 11 7 is possibly stronger than the usual 25 22, 8 15, 22 17, etc., thus:

			27 23	19 26	23 18	
11 7	4 8	11 15	30 23	24 27		
3 10	29 25	23 16	20 24	22 17		
25 22	8 11	12 19	28 19	27 31	Drawn	
8 12	25 21	26 23	15 24	17 13	Fyffe	
32 27	16 20				vs.	
					Trivett	

- e. Same as a game contested between Barker vs. Buchanan.

N. W. BANKS vs. H. LIEBERMAN.

GAME 112. Bristol 11 16 24 20.

Bank's Move.

11 16	18 9	8 11	c27 24	12 16	22 15
24 20	5 14	17 13	14 18	26 22	10 26
16 19	25 22	4 8	d20 16	16 20	14 9
23 16	10 15	1-25 22	11 27	27 23	5 14
12 19	22 17	2 6	32 14	19 26	17 1
22 18	6 10	22 17	1 5	30 23	Drawn
9 14	29 25	b8 12	e31 27	15 18	

Var. 1.

27 24	15 18	a26 22	23 32	28 24	Drawn
2 6	24 15	f19 23	a31 27	32 23	Lieber-
32 27	10 19	22 15	11 18	24 19	man
					vs. Whalen

- a. The startler.
- b. 19 24 is more usual.
- c. Varies from Wendemuth vs. March game, where 27 23 was played with a drawn result.
- d. Probably safest at this point. 17 14 is also playable.
- e. Nothing else is tenable.
- f. 11 15 has been analyzed to win for Black.

GAME 113. Bristol 11 16 24 20.

Lieberman's Move.

11 16	8 11	8 12	b6 13	7 10	27 24
24 20	a27 23	32 27	29 25	12 8	15 18
16 19	4 8	12 19	10 14	28 32	24 27
23 16	23 16	27 23	25 22	8 3	18 15
12 19	8 12	11 16	2 7	32 27	c27 24
22 18	31 27	20 11	23 18	3 7	Drawn
9 14	12 19	7 16	14 23	10 15	
18 9	27 23	22 18	28 24	7 10	
5 14	3 8	1 5	19 28	15 19	
25 22	23 16	18 9	26 12	10 15	

a. This simplifies the game.

b. 5 14, 29 25, 10 15, 25 22, 15 18. Drawn.

c. Played same as Var. 106, Bowen's Bristol.

A. W. VALENTINE vs. B. BACKUS.

GAME 114. Denny 10 14 24 20.

Valentine's Move.

10 14	3 8	9 13	24 27	20 24	31 26
24 20	27 23	28 24	5 1	8 11	18 15
11 15	11 16	11 16	27 31	24 27	10 19
22 18	20 11	24 20	1 5	11 16	11 16
15 22	8 24	7 11	31 26	26 31	25 18
26 10	32 28	21 17	23 18	16 19	16 30
6 15	24 27	5 9	26 30	30 26	13 22
a23 19	31 24	29 25	25 21	5 9	Drawn
15 24	4 8	9 14	30 25	26 31	
28 19	22 18	18 9	11 8	19 16	
1 6	8 11	11 15	12 16	31 26	
30 26	24 19	20 11	8 3	16 11	
8 11	6 10	15 24	b16 20	26 31	
26 22	25 22	9 5	3 8	9 5	

a. Looks premature. 28 24 is strong at this point, viz.:

28 24	11 15	28 19	24 28	31 26	28 32
8 11	32 28	5 9	26 23	28 32	1 6
21 17	7 10	21 17	11 15	26 23	32 27
15 18	17 13	7 11	23 14	18 22	Crabbe
23 14	3 7	19 15	6 9	25 18	beat
9 18	29 25	10 19	13 6	15 22	Jewitt
30 26	4 8	17 14	2 18	27 24	
1 6	24 19	19 24	c5 1	32 28	
25 21	15 24	14 5	8 11	23 19	

b. Mr. Valentine avoids the boomerang by 16 19, 3 7, 2 11, 18 14, removing eight pieces. There may be a White win lurking somewhere, but the play is certainly very complicated, and considering the unnatural setting of the pieces as well as the grotesque situation, both players have managed the ending admirably.

c. Loses. 31 26 draws.

GAME 115. Denny 10 14 24 20.
Backus' Move.

10 14	26 22	1 5	21 14	8 11	20 11
24 20	8 11	18 9	10 17	22 18	7 16
11 15	27 24	5 14	25 22	17 22	18 14
22 18	a9 13	29 25	4 8	26 17	22 26
15 22	18 9	11 15	24 19	13 22	23 18
25 18	5 14	b31 26	15 24	19 15	26 31
6 10	22 18	14 17	28 19	11 16	15 10
					Drawn

a. 3 8, 24 19, 1 6, 32 27, 11 15, followed by 9 13, as played by N. W. Banks vs. A. Jordan in their match, is a safe continuation.

b. The cut by 24 19 would coax the play into the Will o' the Wisp, thus: 24 19, 15 24, 28 19, 4 8, 25 22, 14 17, 21 14, 10 26, 31 22, 8 11, 30 25, 7 10, 23 18, 13 17, 22 13, 3 7. Drawn.

P. WHALEN vs. N. W. BANKS.

GAME 116. Scuter 11 15 22 17.

Whalen's Move.

11 15	28 19	15 24	30 26	15 19	6 2
22 17	13 22	28 19	8 12	23 16	<i>d</i> 23 26
9 14	25 9	<i>c</i> 7 11	22 18	12 19	Drawn
23 19	5 14	19 16	1 5	17 13	
<i>a</i> 6 9	29 25	12 19	18 9	19 23	
<i>b</i> 27 23	8 11	23 7	5 14	13 9	
9 13	25 22	2 11	26 22	14 18	
24 20	11 15	26 23	11 15	9 6	
15 24	32 28	4 8	22 17	10 15	

a. An "old timer."

b. 17 13 is generally played, but the text move restricts Black to very few lines.

<i>c.</i>	4 8	21 14	1 6	31 22	10 14	20 16
	22 18	10 17	26 22	7 10	18 9	Drawn
	14 17	19 15	17 26	23 19	6 13	Ferrie
					vs. F. Brown	

d. An evenly contested game.

GAME 117. Dyke 11 15 22 17.

Bank's Move.

11 15	23 16	11 15	<i>c</i> 19 16	27 31	7 3
22 17	11 20	25 22	11 15	16 11	19 23
15 19	22 18	7 10	17 13	31 26	3 7
24 15	8 11	30 26	<i>d</i> 15 19	19 15	23 26
10 19	32 27	9 14	22 17	10 19	11 8
23 16	9 14	26 23	19 24	17 10	26 30
12 19	18 9	3 7	27 23	26 22	8 3
25 22	6 22	23 19	24 27	10 7	30 25
8 11	26 17	15 24	31 24	22 18	3 8
<i>a</i> 27 23	5 9	28 19	20 27	21 17	25 21
<i>b</i> 4 8	29 25	7 11	23 19	2 6	B. W.

a. Invariably adopted by the modern school of players.

b. 6 10 is often played. For play on 11 16 see Game 58.

c. 17 13, as played in Game 58, is much better.

d. Very much better than 14 18, as played in Game 69.

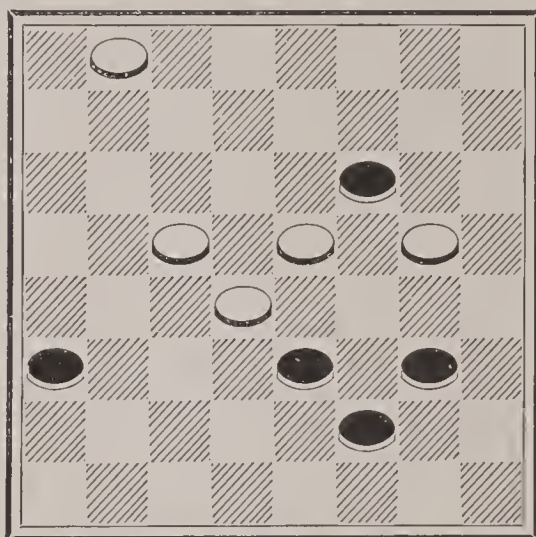
L. T. BROOKING vs. F. R. WENDEMUTH.

GAME 118. Denny 10 14 23 19.

Brooking's Move.

10 14	18 9	4 8	29 25	3 7	27 18
23 19	5 14	25 22	d7 10	25 22	13 17
11 16	24 20	14 17	23 18	5 9	25 21
a26 23	1 5	21 14	2 6	30 25	17 22
b9 13	20 11	10 26	18 15	10 14	21 17
c22 18	8 24	31 22	11 18	22 18	7 10
6 10	28 19	8 11	22 15	14 23	

forms the following interesting diagrammed ending:



White to move and Black to draw.

Continue:

15 11	30 26	3 7	16 7	6 10	22 26
22 26	8 3	26 23	3 1	18 22	17 22
11 8	10 14	15 11	9 14	10 14	26 31
26 30	18 15	23 16	1 6	17 21	Drawn
17 13	14 17	7 3	14 18	14 17	

- Varies from Game 23, where 27 23 was played.
- This position also comes from the Edinburgh, thus:
9 13, 23 19, 11 16, 26 23, 10 14.
- 22 17 is good here, thus:

22 17	7 11	22 18	3 7	14 9	2 6
13 22	30 25	1 5	29 25	7 10	1 17
25 9	6 9	18 9	14 18	9 5	13 29
5 14	25 22	5 14	23 14	10 14	Drawn
24 20	9 13	27 24	16 23	5 1	Shearer's Handbook

d. Shearer's deviates as follows:

11 16	16 20	10 19	3 8	2 7	10 14
25 21	30 26	23 16	26 23	22 18	Drawn
7 10	20 27	12 19	8 12	7 10	
27 24	19 15	32 16	23 19	16 11	

GAME 119. Denny 10 14 23 19.

Wendemuth's Move.

10 14	22 17	3 7	22 17	2 9	10 6
23 19	9 13	31 27	11 27	19 10	a12 16
11 16	27 23	1 5	32 23	14 17	Drawn
19 15	13 22	25 22	6 9	21 14	
16 20	25 9	20 24	17 13	9 27	
24 19	5 14	27 20	10 15	26 22	
7 10	29 25	7 11	13 6	27 31	

a. Same as Game 24. Spielman vs. Henderson.

F. R. WENDEMUTH vs. B. MARCH.

GAME 120. Bristol 11 16 24 20.

Wendemuth's Move.

11 16	5 14	4 8	12 19	11 15	12 19
24 20	25 22	25 22	26 23	20 16	32 28
16 19	10 15	a2 6	19 26	18 22	7 11
23 16	22 17	22 17	30 23	31 27	15 8
12 19	6 10	b8 12	8 12	15 18	10 15
22 18	29 25	c27 23	28 24	24 20	17 10
9 14	8 11	3 8	15 18	22 25	d19 24
18 9	17 13	23 16	23 19	19 15	Drawn

a. Varies from Game 85, where 1 6 was played.

b. 19 24, as played in the next game, is generally adopted here.

c. Varies from Banks vs. Lieberman game, where 27 24 was played, with a drawn result.

d. The game has been played along well known lines.

GAME 121. Bristol 11 16 24 20.

March's Move.

11 16	22 17	15 24	<i>c</i> 17 14	18 23	23 18
24 20	6 10	26 23	10 17	13 9	17 21
16 19	29 25	24 28	21 14	10 14	6 10
23 16	8 11	23 18	<i>d</i> 11 15	9 6	32 27
12 19	17 13	14 23	9 5	7 11	10 14
22 18	4 8	27 18	15 19	6 2	27 32
9 14	25 22	10 15	14 9	14 17	18 15
18 9	2 6	<i>b</i> 18 14	19 24	1 6	11 18
5 14	22 17	15 18	9 6	23 27	<i>g</i> 14 23
25 22	<i>a</i> 19 24	14 9	2 9	32 23	W. W.
10 15	28 19	6 10	5 1	28 32	

a. The text is more popular than 8 12 as played in the previous game.

b. 13 9 is a tricky move, thus:

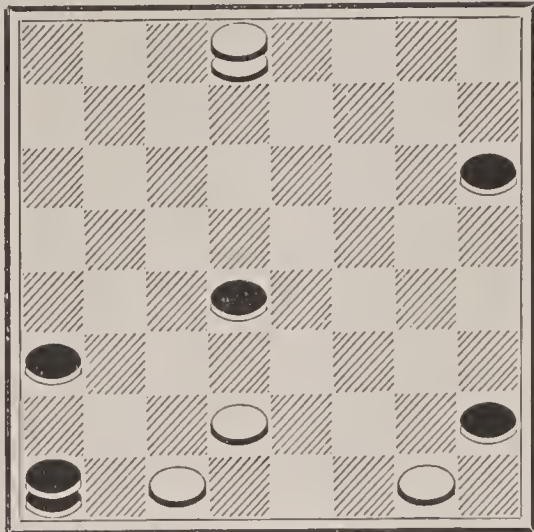
13 9	8 11	14 10	3 10	10 14	25 29
6 22	21 17	19 24	1 6	17 21	32 27
20 16	11 16	2 7	10 14	14 18	21 25
11 20	17 14	1 6	6 10	22 25	30 21
18 2	16 19	10 1	14 17	18 22	Drawn

c. Decidedly best; 9 6, as given in Shearer's Handbook, is very weak and almost a loss.

d. Loses. 18 22 draws, as follows:

18 22	13 9	14 17	20 16	25 29	2 7
9 5	10 14	1 6	8 12	7 2	12 16
7 10	9 6	17 21	16 11	<i>e</i> 21 25	Drawn
14 7	1 10	6 15	22 25	30 21	
3 10	5 1	11 18	11 7	18 22	

e. Hopewell vs. D'Orio played 29 25, 31 26, 25 29, forming the following neat position:



White to play and win.

26 22	32 27	18 14	18 22	9 6	6 10
18 25	<i>f</i> 19 23	27 23	30 25	25 30	30 25
2 7	27 18	15 18	23 18	6 2	10 15
12 16	28 32	23 26	25 30	30 25	25 30
7 11	11 15	30 23	14 9	2 6	18 14
16 19	32 27	25 30	30 25	25 30	W. W.

f. If 28 32, then 11 16, 32 23, 30 26, 23 30, 16 23 wins neatly. g. The Chicago expert scores neatly.

F. R. WENDEMUTH vs. A. W. VALENTINE.

GAME 122. Dundee 12 16 24 20.

Wendemuth's Move.

12 16	1 6	22 26	2 9	26 31	10 14
24 20	25 22	<i>d</i> 14 10	13 6	9 5	27 23
8 12	12 16	7 14	15 10	31 26	1 6
28 24	30 25	23 19	6 1	5 9	5 1
9 14	6 10	16 23	11 15	26 23	6 9
22 18	22 18	27 9	1 5	9 5	1 5
3 8	15 22	26 31	4 8	23 18	9 13
18 9	25 18	21 17	5 9	5 9	5 1
5 14	<i>b</i> 13 17	31 26	8 11	18 15	13 17
<i>a</i> 23 19	21 14	17 13	9 5	9 5	1 5
16 23	10 17	26 23	15 18	10 6	17 22
27 9	<i>c</i> 29 25	9 5	5 9	5 1	24 19
6 13	8 12	23 18	18 23	15 10	22 17
26 23	25 21	5 1	9 5	1 5	5 1
10 15	17 22	18 15	23 26	6 1	14 18
31 27	18 14	1 6	5 9	32 27	B. W.

- a. The Boston attack, which figured quite a number of times in this tourney.
- b. Not as good as 10 15, which was played in Game 3.
- c. 24 19, 8 12, 18 15, 11 18, 20 11, 7 16, 23 14, 16 23, 27 18, 17 22, 14 9, 22 26, 18 14, 26 30, 9 5, 30 26, 29 25 would be the more natural continuation for a draw.
- d. It is doubtful whether White has a draw after this.

GAME 123. Dundee 12 16 24 20.

Valentine's Move.

12 16	27 23	8 12	18 15	5 9	16 19
24 20	11 16	15 11	6 10	12 8	23 27
8 12	20 11	19 23	15 6	9 13	19 23
a22 18	7 16	26 19	1 10	8 3	27 32
16 19	25 22	16 23	8 11	10 14	23 18
23 16	10 14	11 8	27 31	3 8	32 27
12 19	18 15	12 16	28 24	2 6	30 26
27 23	c14 18	8 4	31 27	8 12	White
b4 8	23 14	16 20	24 20	6 9	Wins
23 16	9 25	4 8	27 23	12 16	
8 12	29 22	23 27	20 16	18 15	
32 27	3 8	31 24	d23 18	11 18	
12 19	22 18	20 27	16 12	14 23	

- a. This move throws the game into a well known line of the Bristol.
- b. 11 16 is an interesting alternative, although not very often played:

11 16	4 8	10 15	10 14	3 12	16 20
20 11	29 25	27 24	22 17	17 10	19 15
7 16	8 11	6 10	15 31	31 24	Drawn
25 22	31 27	32 27	24 8	28 19	

Wyllie vs. Yates

- c. 6 10 is very much better as it secures the draw immediately, thus:

6 10	18 9	2 7	31 26	7 10	24 20
15 6	5 14	22 18	3 7	28 24	Drawn
1 10	29 25	15 22	26 22	10 15	
22 18	10 15	26 10	19 26	22 18	
9 13	25 22	7 14	31 22	15 22	

d. A draw after this is doubtful; 23 19, 16 12, 10 14, etc., drawn.

L. T. BROOKING vs. A. W. VALENTINE.

GAME 124. Will o' the Wisp.

Brooking's Move.						
9 13	27 23	4 8	32 27	13 17	18 14	
23 19	8 11	22 18	8 11	25 21	10 17	
11 15	b29 25	14 17	30 25	17 22	21 14	
22 18	6 10	21 14	3 7	27 23	7 11	
15 22	25 22	10 17	18 15	e22 26	Drawn	
25 18	11 15	c26 22	11 18	19 16		
a10 14	24 20	17 26	22 6	12 19		
18 9	15 24	31 22	1 10	23 16		
5 14	28 19	7 10	d23 18	26 31		

a. For defensive purposes this move is very good, as it does not allow as much scope as 7 11 or 5 9.

b. 26 22 is generally played here in important games, although the text move is good enough. Here is an example of 26 22:

26 22	5 14	25 22	13 22	31 26	14 32
6 10	29 25	8 11	26 17	18 22	17 14
22 18	11 15	32 27	2 6	26 17	10 17
1 5	30 26	3 8	17 13	11 15	19 3
18 9	4 8	22 17	15 18	23 18	32 27
					Drawn

c. 19 15 is much better.

d.	25 21	10 17	15 11	22 26	27 24	27 23
	13 17	19 15	7 16	23 18	31 27	18 14
	21 14	17 22	20 11	26 31	24 20	2 6
						Black Wins

e. Allows an easy draw; 22 25 would have made White play carefully, thus: 22 25, 21 17, 25 30, 18 15, 30 26, 15 6, 2 9, 17 13, 9 14, 13 9, 26 22, 19 15, 14 17, 15 11. Drawn.

GAME 125. Will o' the Wisp.

Valentine's Move.

9 13	24 15	11 18	27 23	10 17	18 14
23 19	12 16	22 15	18 27	18 14	13 17
<i>a</i> 11 15	29 25	1 6	32 32	17 22	6 2
22 18	6 9	26 23	6 10	23 18	17 22
15 22	<i>b</i> 26 22	16 19	25 22	22 25	2 11
25 18	9 14	23 16	3 7	14 9	22 26
7 11	18 9	8 11	22 18	25 30	31 22
19 15	5 14	<i>c</i> 16 7	14 17	9 6	<i>d</i> 25 9
10 19	30 26	2 18	21 14	30 25	Drawn

- a.* Forms the Will o' the Wisp opening, which allows plenty of scope for both sides.
- b.* 26 23 is also an interesting variation.
- c.* 15 8 22 18 18 14 14 7 27 23 Martins
4 20 14 23 10 17 2 11 17 22 vs.
25 22 27 18 21 14 32 27 23 18 Wyllie
6 10 3 7 7 10 13 17 Drawn
- d.* The game has been played on book lines all through except a slight variation in the ending.

A. W. VALENTINE vs. N. W. BANKS.

GAME 126. Kelso 10 15 21 17.

Valentine's Move.

10 15	16 20	4 8	11 18	19 23	22 17
21 17	22 18	29 25	22 15	8 3	21 14
<i>a</i> 6 10	15 22	8 11	10 19	23 26	6 10
<i>1-b</i> 17 14	25 18	25 22	27 24	28 24	14 7
9 18	8 11	3 7	20 27	26 30	<i>f</i> 2 20
23 14	24 19	32 27	31 15	25 21	Drawn
10 17	11 15	1 6	12 16	30 26	
22 13	18 11	30 25	15 11	24 19	
<i>c</i> 11 16	7 23	7 10	16 19	26 22	
<i>e</i> 26 22	27 18	18 15	11 8	19 16	

- a.* Not as popular as 11 16, as played in the next game, but leads to a fairly even game.
- b.* All of the works published on the game in the last decade seem to have passed up this move and treat only on 17 13 at this stage. If published play is a

good criterion, then it would seem that 17 14 is by far the best move here, as it is universally adopted by the leading experts in important contests. See Variation 1 for play on 17 13.

- c. The most natural continuation. Shearer's handbook shows the following draw on 1 6:

1 6	25 21	*15 18	13 6	7 10	11 7
25 21	16 19	27 23	2 18	27 24	26 31
7 10	17 14	18 27	d30 25	11 15	7 2
29 25	10 17	31 8	5 9	20 16	31 27
3 7	21 14	4 11	26 23	18 23	25 22
21 17	8 12	32 27	9 14	16 11	27 20
12 16	24 20	6 9	23 19	23 26	2 6
Drawn					

- d. 26 23, 18 22, 23 18, 7 10, 28 24, 5 9, 24 19, 10 14, 27 23, 22 26, 19 15, 26 31, 15 8, 31 26. Drawn.

- e. Varies from a Banks vs. Ginsberg game where 25 22 was played with a drawn result.

- f. A good original game well played by both sides.

Var. 1.

17 13	25 21	18 9	29 25	32 27	2 9
1 6	8 12	5 14	2 7	19 24	18 27
23 18	27 24	22 17	24 20	28 19	9 18
12 16	3 8	11 16	8 11	11 15	g31 15
24 20	31 27	20 11	27 23	20 2	Drawn
16 19	9 14	7 16	15 18	15 31	

- g. A beautiful exhibition of scientific checkers.

GAME 127. Kelso 10 15 21 17.

Banks' Move.

10 15	b25 21	5 14	32 23	10 15	14 9
21 17	4 8	22 18	d11 16	18 11	18 14
11 16	24 19	1 5	30 26	7 16	9 5
17 13	7 10	18 9	16 20	8 3	16 19
16 20	26 22	5 14	19 16	27 31	5 1
22 18	8 11	23 18	12 19	26 22	14 10
15 22	c28 24	14 23	23 16	31 27	1 5
25 18	3 7	27 18	20 24	22 18	10 14
8 11	31 26	16 23	16 12	27 23	Drawn
29 25	9 14	26 19	24 27	18 14	
a11 16	18 9	20 27	12 8	23 18	

- a. The line adopted by A. Jordan vs. N. W. Banks at Kansas City, Mo.
- b. Mr. Valentine cleverly sidesteps the weak White line that accrues from the 26 22, 31 26 formation.
- c. 30 26 is the best move at this stage, requiring Black to play carefully to draw.
- d. 11 15, 18 11, 7 16, and, curiously enough, the position now is identical to a 12 16, 22 18, colors reversed, the forty-fifth game of the Banks vs. Henderson match, and from which point Mr. Henderson scored the following brilliant win:

21 17	19 16	16 11	11 8	3 8	
16 20	12 19	6 10	27 31	26 30	Black
e30 26	23 16	26 22	8 3	f13 9	Wins
20 24	10 15	24 27	31 26	30 25	

e. 30 25 draws.

f. 8 11, 30 25, 8 15, 2 6. Black wins.

P. WHALEN vs. A. W. VALENTINE.

GAME 128. Edinburgh 9 13 22 17.

Whalen's Move.

9 13	a5 9	27 23	3 12	21 14	20 27
22 17	17 13	15 18	24 19	10 26	18 15
13 22	4 8	19 15	7 11	31 22	11 18
25 18	23 19	18 27	25 21	16 20	23 7
11 15	9 14	15 8	2 7	22 18	27 31
18 11	29 25	12 16	26 22	7 10	7 2
21 17	8 11	32 23	14 17	28 24	b1 5
					Drawn

a. Varies from Game 98, where 4 8 was played.

b. An exact repetition of a Banks vs. Henderson game for the American championship.

GAME 129. Edinburgh 9 13 22 17.

Valentine's Move.

9 13	21 17	8 11	17 10	6 15	19 15
22 17	5 9	a25 21	7 14	27 23	11 16
13 22	17 13	14 18	19 10	14 17	24 20
25 18	4 8	26 23	6 15	13 9	16 19
11 15	23 19	18 22	23 19	17 21	c9 6
18 11	9 14	21 17	2 6	23 19	W. W.
8 15	29 25	b10 14	19 10	15 18	

- a. Varies from preceding game and allows White more scope.
- b. Loses; the following is the best continuation for Black:

6	9	24	20	7	11	26	17	3	12	20	16
13	6	15	24	32	28	18	27	31	24	Drawn	
2	9	28	19	9	14	19	16	14	21		
17	13	11	15	30	26	12	19	13	9		
1	6	27	24	15	18	24	8	6	13		

Henderson vs. Banks

- c. The win is quite apparent.

H. LIEBERMAN vs. A. W. VALENTINE.

GAME 130. Kelso 10 15 24 20.

Lieberman's Move.

10	15	24	15	9	18	27	24	4	8	29	25
24	20	10	19	26	23	12	19	28	24	14	17
15	19	21	17	19	26	22	18	8	11	25	22
23	16	11	15	30	7	15	22	24	19	17	26
12	19	32	27	3	10	24	6	10	14	31	22
27	24	6	10	20	16	1	10	18	9	2	6
7	10	17	14	8	12	25	18	5	14	a22	17
											Drawn

- a. All book throughout.

H. LIEBERMAN vs. F. R. WENDEMUTH.

GAME 131. Denny 10 14 23 19.

Lieberman's Move.

10	14	6	10	5	14	7	11	15	19	2	11
23	19	27	23	29	25	22	18	27	23	16	7
11	16	11	15	8	11	1	5	10	15	28	32
22	17	24	20	25	22	18	9	16	11	7	2
16	23	15	24	11	15	5	14	19	24	32	27
17	10	28	19	32	28	a31	27	23	19	2	6
7	14	4	8	15	24	11	15	15	18	14	17
26	19	22	18	28	19	19	16	19	16	21	14
8	11	9	13	3	7	12	19	24	28	26	31
25	22	18	9	30	26	23	16	11	7	Drawn	

- a. Varies from next game where 19 16, 12 19, 23 7, 2 11 was played to a drawn result, and is the same as a Banks vs. Jordan match game.

GAME 132. Denny 10 14 23 19.

Wendemuth's Move.

A repetition of preceding game as provided in note *a*.

F. R. WENDEMUTH vs. B. BACKUS.

GAME 133. Second Double Corner.

Wendemuth's Move.

11 15	10 17	16 20	11 16	11 15	27 31
24 19	21 14	32 27	<i>d</i> 25 22	14 7	2 7
15 24	16 23	6 9	6 10	15 31	31 27
28 19	27 18	25 21	22 17	23 18	10 6
8 11	12 16	<i>b</i> 7 11	9 13	31 26	1 10
22 18	26 23	29 25	26 22	18 15	7 14
11 16	4 8	<i>c</i> 2 6	5 9	20 24	26 30
<i>a</i> 18 14	31 27	30 26	14 5	7 2	14 18
9 18	8 12	3 7	7 11	24 27	30 25
23 14	27 24	24 19	<i>f</i> 18 14	15 10	B. W.

- a.* This line was quite a favorite years ago, but the modern players invariably adopt 25 22 in all important games.
- b.* Inaugurates a powerful attack.
- c.* Another very strong attack is 1 6. Kear's Encyclopaedia gives the following:

1 6	3 19	27 31	28 32	32 28	15 10
30 26	27 23	2 7	10 6	10 6	18 23
2 7	19 24	20 24	32 27	27 24	5 9
24 19	14 10	23 18	6 2	6 10	23 19
11 16	6 15	12 16	20 24	24 19	31 27
25 22	18 11	18 14	2 6	15 24	22 18
7 11	9 13	24 28	24 28	28 19	10 14
19 15	11 7	7 11	6 10	10 14	19 23
16 19	24 27	16 20	28 32	19 15	27 31
23 7	7 2	14 10	11 15	14 18	26 22

Drawn
Robertson

d. 26 22, 6 10, 21 17, and then:

<i>e</i> 1	6	18	2	22	26	8	11	26	23	18	15
25	21	7	11	6	8	16	20	19	15	23	18
9	13	22	18	26	31	18	14	27	31	14	9
14	9	13	22	27	24	31	26	15	10	18	14
5	14	2	6	20	27	23	18	31	26	Drawn	
Published play											

e. 9 13, 18 15, 1 6, 15 11, 6 9, 11 2, 9 18, 23 7, 16 32
will also draw. Published play.

f. 27 24 draws.

GAME 134. Second Double Corner.

Backus' Move.

A repetition of Game 34.

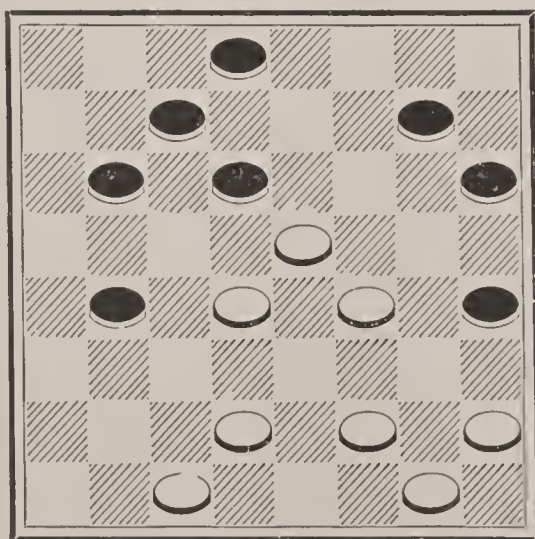
L. T. BROOKING vs. B. BACKUS.

GAME 135. Edinburgh 9 13 24 19.

Brooking's Move.

9 13	a25 18	16 20	21 14	1 6	14 7
24 19	8 11	31 26	6 10	22 18	3 10
11 15	b26 22	4 8	25 21	13 17	23 18
22 18	11 16	18 14	10 17	18 15	5 9
15 22	29 25	10 17	21 14	7 10	

Forms the following interesting position:



White to move and draw.

18 14	30 7	32 14	19 15	15 11	Drawn
9 18	2 18	8 11	16 19	23 26	
26 22	27 24	28 24	24 20	11 7	
17 26	20 27	11 16	19 23	c6 10	

a. Now into a Single Corner position, brought up as follows: 11 15, 22 18, 15 22, 25 18, 8 11, 24 19, 9 13.

b. 28 24 is best and was played between Hynd vs. Barker, thus:

28 24	14 23	21 14	8 12	10 7	6 9
10 14	27 11	10 17	15 11	12 16	4 8
18 9	7 23	19 15	7 16	7 3	9 13
5 14	26 19	12 16	20 11	16 19	8 11
29 25	4 8	24 20	19 23	11 8	13 17
6 10	22 18	16 19	18 15	19 23	3 7
25 22	3 7	31 26	23 27	22 18	17 22
11 15	32 28	17 21	15 10	1 6	18 14
23 18	13 17	26 22	27 31	8 4	31 27
Drawn					

c. Quite an interesting game and reflects great credit on both players.

GAME 136. Edinburgh 9 13 24 19.

Backus' Move.

9 13	29 25	6 10	31 22	3 10	27 24
24 19	16 20	25 21	1 6	18 15	20 27
a11 16	18 14	10 17	22 17	11 18	32 14
22 18	10 17	21 14	8 11	23 7	W. W.
8 11	21 14	13 17	17 13	2 11	
b25 22	11 16	26 22	h7 10	19 15	
e4 8	22 18	17 26	14 7	11 18	

a. Not as good as 11 15, for White has a variety of attacks.

- b. 18 14 is much stronger and is usually adopted in preference to 25 22. The following play will be of interest to the students of the two-move restriction style of play:

18 14	23 14	23 19	15 10	10 6	31 22
10 17	16 23	11 16	9 13	2 18	23 26
21 14	27 18	19 15	18 15	21 14	15 11
6 9	c1 6	16 19	4 8	18 22	7 16
28 24	26 23	24 20	25 21	30 25	20 4
9 18	6 9	13 17	19 23	22 26	26 30

Drawn

Ginsberg vs. Whalen, 2d American Tourney

- c. 12 16 also draws, but Black must play very carefully, thus:

12 16	25 22	5 14	23 19	14 18	21 17
26 23	8 12	18 9	11 16	22 15	13 22
16 20	29 25	6 10	19 10	16 19	26 17
32 27	1 6	25 21	7 14	15 10	Drawn
4 8	d14 9	10 15	30 26	19 28	Lees

- d. 24 19, 6 9, 30 26, 11 16, 25 21, *3 8, 22 17, 13 22, 26 17, 9 13, 14 10, 13 22, 10 3. Drawn.

- e. Very poor and cramps the Black game; 16 20 is best as the succeeding play will show:

16 20	6 10	f13 17	3 10	9 14	10 17
29 25	25 21	g28 24	26 22	22 18	21 14
11 16	10 17	4 8	17 26	14 17	6 10
18 14	21 14	18 15	31 22	25 21	Drawn
10 17	1 6	7 10	5 9	17 22	
21 14	22 18	14 7	30 25	18 14	

- f. Compare this position with the trunk at nineteenth move and note the difference. In the game as played 4 8 is out and 1 6 held back; therefore, White can cut 26 22 and plant his piece on 17 in a crushing attack; but as the position stands at note f White can gain no advantage with the 26 22 cut, as 6 9 in reply prevents 22 17.

g. 19 15	27 24	32 27	23 14	26 22	14 10
7 10	20 27	5 9	6 10	18 25	11 15
14 7	31 15	18 14	14 7	30 14	10 7
3 19	4 8	9 18	2 18	8 11	15 18

Drawn

h. Black has nothing left, the win is a mere matter of detail.

B. BACKUS vs. P. WHALEN.

GAME 137. Dundee 12 16 24 20.

Backus' Move.

12 16	3 8	14 23	19 24	<i>b</i> 16 20	24 28
24 20	26 22	27 11	16 11	22 17	11 8
8 12	11 15	8 15	12 16	1 5	4 11
28 24	20 11	24 20	30 26	25 22	27 24
9 14	7 16	16 19	5 9	15 19	W. W.
22 17	<i>a</i> 23 18	20 16	17 13	32 27	

a. This move was introduced by A. B. Scott, and although secondary to 24 20 in strength, it has some cute points.

b. Of course, if 9 14, then 11 7, 2 11, 31 27, 24 31, 22 17, etc., White wins. The key to the position is to leave the piece on 16 and run the other man to square 28.

P. WHALEN vs. L. T. BROOKING.

GAME 138. Denny 10 14 22 17.

Whalen's Move.

10 14	15 18	12 19	19 24	10 14	2 9
22 17	26 23	27 23	3 8	12 8	11 15
7 10	14 17	18 27	24 27	19 23	17 22
17 13	21 14	32 16	8 11	8 3	15 11
3 7	10 17	17 21	27 32	14 17	22 26
24 20	23 14	16 12	26 23	3 7	23 19
<i>a</i> 11 16	9 18	11 16	32 27	23 26	26 31
20 11	31 26	20 11	23 19	30 23	11 15
8 15	<i>c</i> 6 10	7 16	27 24	21 30	9 13
28 24	24 20	12 8	19 16	7 10	10 14
4 8	8 11	16 19	24 19	5 9	31 26
<i>b</i> 23 19	19 16	8 3	16 12	13 6	Drawn

a. There is very little published play on this line, although it has figured to some extent in tournament play. It also found some favor with C. F. Barker.

b. In the First American Tourney in Boston, Mass., in 1907, H. B. Reynolds played 24 20 against C. F. Barker. In the Second American Tourney L. Ginsberg played the same line on P. Whalen, and the following interesting play ensued:

24 20	9 18	26 23	12 19	16 12	16 19
8 11	23 14	9 14	25 22	11 16	12 8
32 28	10 17	23 19	17 26	20 11	19 23
14 17	27 24	6 10	30 16	7 16	8 3
21 14	5 9	19 16	1 6	24 20	14 17
Drawn					

c. Ginsberg varied here against W. Bowles:

17 21	29 22	1 5	23 16	10 15	19 16
24 20	9 14	18 9	7 10	32 27	11 15
5 9	27 23	5 14	16 7	15 18	16 11
25 22	8 11	19 16	2 11	23 19	15 19
18 25	22 18	12 19	26 23	18 22	11 7
Drawn					

B. MARCH vs. A. W. VALENTINE.

GAME 139. Dundee 12 16 21 17.

March's Move.

12 16	10 17	c6 9	10 15	5 14	13 17
21 17	21 14	14 10	27 23	11 8	22 13
9 13	4 8	7 14	14 17	14 18	31 22
24 20	29 25	27 23	23 16	8 4	11 15
a8 12	b11 15	1 6	15 19	18 23	19 23
25 21	27 23	23 16	16 12	4 8	13 9
16 19	8 12	15 19	17 21	23 27	23 27
23 16	23 16	31 27	22 18	8 11	12 8
12 19	12 19	6 10	9 14	27 31	3 12
17 14	32 27	16 11	18 9	25 22	20 16

White Wins

a. The game has now become a variation of the Bristol, which is even for both sides.

b. 6 10 is good here, as follows:

6 10	25 21	11 15	23 14	15 24	30 26
27 23	12 19	14 10	6 9	22 17	Drawn
10 17	21 14	7 14	14 10	13 22	
23 16	1 6	27 23	19 24	26 17	
8 12	32 27	14 18	28 19	9 13	

Yates vs. Wyllie

c. This move loses; 3 8 will draw as played by Yates vs. Wyllie:

3	8	14	10	1	6	11	7	24	27	26	19
27	23	7	14	20	16	14	17	11	15		
8	12	27	23	6	10	7	2	27	32	Drawn	
23	16	14	17	28	24	15	19	16	11		
12	19	23	16	2	6	2	7	9	14		
31	27	17	21	24	20	19	24	22	18		
6	9	16	11	10	14	7	11	14	23		

GAME 140. Dundee 12 16 21 17.

Valentine's Move.

12	16	29	25	5	14	18	11	2	6	27	23
21	17	4	8	25	22	7	16	f26	22	24	27
16	20	24	19	c14	17	26	22	10	15	14	9
a17	14	15	24	13	9	3	7	19	10	27	31
10	17	28	19	17	21	22	18	6	15	18	14
22	13	9	14	22	18	7	11	18	14	31	26
11	15	22	18	8	12	31	26	15	19	22	17
25	22	b6	10	d9	5	21	25	23	18	26	19
8	11	18	9	e11	15	30	21	19	24	14	10
											Drawn

- a. Very good to obtain original play.
- b. Rather weak; 8 12 is more preferable. The play could run thus:

8	12	14	17	7	10	8	11	2	11	20	27
25	22	26	22	30	25	18	15	19	15	32	14
11	16	17	26	3	8	11	18	11	18	Drawn	
22	18	31	22	22	17	23	7	27	24		

- c. From here on Black gets into a precarious position and should have lost by proper play.
- d. 9 6, 2 9, 18 15, 11 18, 23 5. White wins.
- e. Black could probably draw by 2 6, 26 22, 6 9, 27 24, 20 27, 31 24, *11 16, 22 17, *16 20. Drawn.

f. White misses the win; 18 14 scores neatly:

18	14	6	9	14	10	1	6	23	19		
10	17	*19	15	9	14	26	22	16	23		
21	14	11	18	10	7	18	25	27	2	W. W.	

B. MARCH vs. L. T. BROOKING.

GAME 140A. Dyke.

March's Move.

11 16	<i>a</i> 30 25	3 8	31 27	6 9	22 18
22 17	<i>b</i> 11 15	23 16	11 15	26 22	1 5
16 19	27 23	8 12	18 11	18 25	18 15
23 16	4 8	22 18	9 18	29 22	9 14
12 19	23 16	<i>c</i> 15 22	11 8	19 23	15 10
24 15	8 12	25 18	5 9	27 18	<i>e</i> 14 18
10 19	32 27	12 19	8 4	14 23	11 15
25 22	12 19	17 14	9 14	8 11	W. W.
8 11	27 23	7 11	4 8	23 26	

- The older line, though 27 23 seems to be more in vogue.
- 4 8, 22 18, 11 16, 17 14, 8 12, 27 23, 9 13 is well covered by all text books.
- In the Doran-Wendemuth match the former varied here thus: 12 19, 18 11, 7 16, 25 22, *d*16 20, 17 13, 2 7, 22 18, and White eventually won.
- 9 14, 17 10, 6 15, 21 17, 5 9, 29 25, 16 20, 25 21, 1 6, 17 13, 6 10, etc. Drawn.
- An oversight. The position may be drawn by careful play.

N. W. BANKS vs. L. T. BROOKING.

GAME 141. Edinburgh 9 13 24 19.

Banks' Move.

9 13	26 19	7 11	26 17	19 23	31 24
24 19	8 11	15 8	15 22	18 15	20 27
11 15	32 28	4 11	25 18	16 20	29 25
28 24	11 16	27 23	16 19	17 13	17 21
6 9	19 15	6 10	17 13	9 14	25 22
23 18	10 19	23 18	11 16	13 9	<i>a</i> 27 31
1 6	24 15	10 15	13 6	14 17	Drawn
18 11	3 7	22 17	2 9	9 6	
7 23	30 26	13 22	21 17	23 27	

- All published play.

F. R. WENDEMUTH vs. N. W. BANKS.

GAME 142. Will o' the Wisp.

Wendemuth's Move.

9 13	27 23	4 8	31 22	11 20	32 28
23 19	8 11	22 18	8 11	18 15	23 26
11 15	29 25	1 5	30 25	12 16	3 8
22 18	6 10	18 9	7 10	19 12	26 30
15 22	25 22	5 14	23 18	10 19	25 21
25 18	11 15	26 22	<i>a</i> 13 17	12 8	30 26
10 14	24 20	14 17	22 13	19 23	13 9
18 9	15 24	21 14	3 7	8 3	26 23
5 14	28 19	10 26	20 16	7 10	Drawn

a. All analyzed play. Now identical with Backus-Valentine game at note *b*, which came up from the 10 14, 24 20 Denny-Lassie opening.

B. BACKUS vs. N. W. BANKS.

GAME 143. Kelso 10 15 24 19.

Backus' Move.

10 15	3 7	12 16	19 24	5 14	11 20
24 19	22 18	29 25	26 22	18 9	2 11
15 24	11 15	4 8	1 5	10 15	23 26
28 19	18 9	31 26	30 26	9 6	11 16
9 14	15 24	<i>b</i> 8 12	24 28	15 19	26 30
22 18	27 20	18 14	25 21	23 16	16 19
<i>a</i> 7 10	6 13	10 17	2 6	12 19	30 25
18 9	23 18	21 14	26 23	6 2	22 18
5 14	8 11	16 19	6 10	19 23	25 22
26 22	25 22	22 18	14 9	20 16	18 15

White Won

a. Now a Second Double Corner position.

b. Black misses a draw here, thus: 16 19, 18 15, 11 18, 22 6, 1 10, 25 22, 10 15, 26 23. Drawn.

H. LIEBERMAN vs. B. BACKUS.

GAME 144. Kelse-Cross.

Lieberman's Move.

12 16	17 14	12 16	30 23	11 15	12 8
23 18	6 9	<i>b</i> 21 17	9 14	23 18	25 30
<i>a</i> 10 15	27 24	7 10	18 9	15 19	8 3
21 17	1 6	14 7	5 21	18 15	30 25
9 13	32 27	3 10	24 19	<i>c</i> 21 25	3 8
24 20	8 12	26 23	15 24	15 11	25 18
16 19	25 21	19 26	28 12	10 15	B. W.

- a. Forms the opening.
- b. This is a published loss. See Game 110 for correct play.
- c. 10 14 at one time was given to win, but really only draws. The text move is the only way to win.

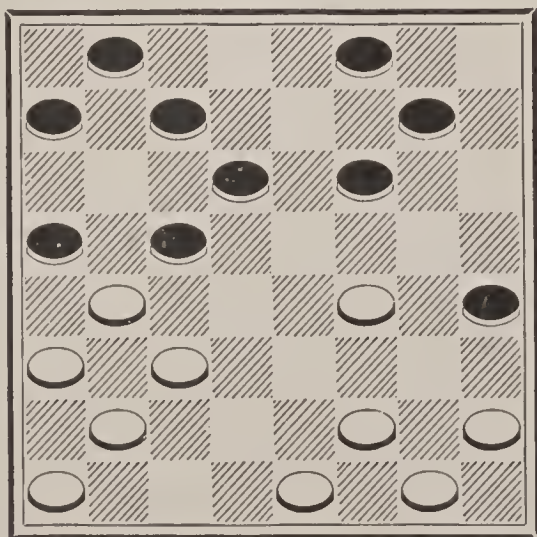
B. MARCH vs. N. W. BANKS.

GAME 145. Denny 10 14 23 19.

March's Move.

10 14	22 17	c11 15	17 13	9 18	13 6
23 19	b7 10	26 23	3 7	29 25	1 17
11 16	19 16	15 24	22 17	7 11	25 21
26 23	12 19	28 19	20 24	17 14	17 22
16 20	23 7	4 8	27 20	10 17	19 15
a30 26	2 11	25 22	14 18	21 14	W. W.
8 11	24 19	8 12	23 14	6 9	

- a. 31 26 is very strong. See Game 23.
- b. It is hard to locate a draw after this; 11 16, 17 10, 7 14, etc., drawn.
- c. If 4 8, then 26 22, 9 13 forms the following neat position:



White to move and win:

19 15, 10 19, 17 10, 6 15, 27 24, 20 27, 32 7, 3 10, 22 17. White wins.

MAJOR TOURNEY.

First Round.

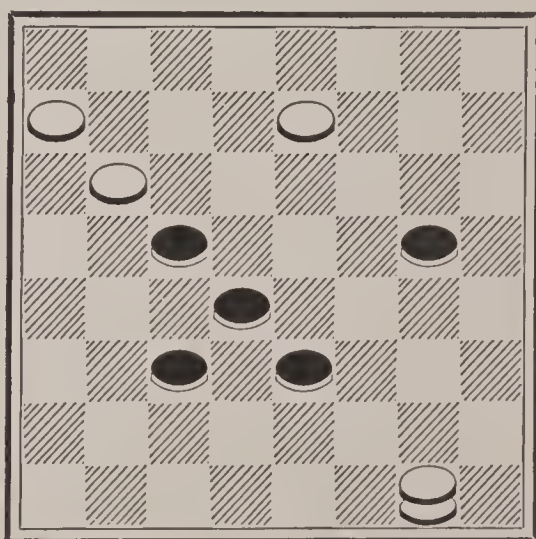
A. JORDAN vs. C. NELSON.

GAME 146. Double Corner 9 14 22 18.

Jordan's Move.

9 14	9 13	15 24	12 19	3 7	5 14
22 18	18 9	d27 11	32 27	f27 24	13 9
5 9	13 22	7 16	4 8	1 5	14 17
25 22	26 17	17 14	29 25	22 17	9 5
11 16	6 22	10 17	8 11	2 6	7 11
a24 19	30 26	21 14	e25 22	17 13	5 1
b8 11	c11 15	16 19	11 15	6 10	
22 17	26 17	23 16	31 26	14 9	

forms position on diagram, Mr. Jordan scoring a very neat win.



Black (Jordan) to play and win:

11 16	20 11	18 23	6 10	15 24
24 20	10 15	26 22	19 24	B. W.
15 18	1 6	17 26	28 19	

- This was generally considered a restful move, as the pending succession of variations are evenly balanced.
- In the Canadian-American Correspondence Tournament 7 11 was played, perhaps with the intention of coaxing 30 25, 16 20, 22 17, 20 24, 27 20, 11 16, and Black looks good enough to force the game; however, 22 17 instead of 30 25 may render the Black game untenable.

- c. 10 14, 26 10, 7 14, 29 25, 3 7, 25 22, 7 10 is also a sound continuation; however, Dunne's Praxis, page 178, Part 3, Variation 17, continuing the play after 7 10 to a draw, has been proven unsound.

In another game the play was 2 6, 26 17, 10 14, 17 10, 7 14, 29 25, 6 9 and an even game resulted. Lieberman vs. Banks.

- d. 28 19, 4 8, 29 25, 8 11, 17 14, 10 17, 21 14, 2 6, 25 21, 7 10, 14 7, 3 10, 23 18, etc. Drawn. J. Lees.
- e. The star move is 31 26, then follows 3 7, and White replies *25 21, 11 15, 27 24, 7 11, 14 10, 11 16, 24 20, 2 6, 20 11, 19 23. Drawn. Lawson vs. Ginsberg.
- f. Nelson might have just squeaked through, thus: 22 17, 15 18, 17 13, *g*1 5, 27 24, 18 23, 24 15, 23 30, 15 10, 7 11, 10 7, drawn.
- g*. 7 11, 27 24, 11 15, 14 10, 18 23, 26 22, 23 26, 10 6, drawn. Lieberman vs. Ginsberg.

GAME 147. Double Corner 9 14 22 18.

Nelson's Move.

9 14	4 8	10 15	14 23	3 7	13 17
22 18	25 22	19 10	26 19	24 20	<i>e</i> 19 16
5 9	8 11	6 15	9 13	7 10	12 28
<i>a</i> 24 19	22 18	27 24	31 24	32 27	23 19
11 15	11 16	16 20	2 7	1 5	14 23
18 11	29 25	<i>c</i> 23 19	<i>d</i> 30 26	27 24	21 7
8 24	7 11	20 27	7 14	5 9	9 13
28 19	<i>b</i> 25 22	19 10	26 23	22 18	7 3
Drawn					

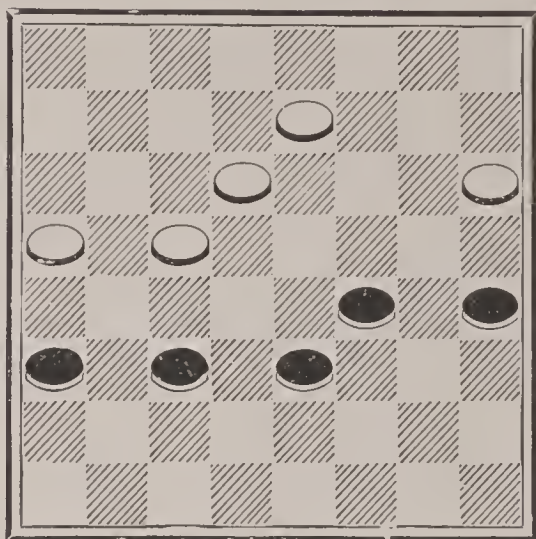
- a*. The acme of conservatism.
- b*. In the Banks-Jordan match the break by 18 15 was played.
- c*. In the semi-finals, Ginsberg played 32 28 against Henderson with a drawn result.
- d*. H. Freedman, in his match with R. Jordan for the world's championship, played 10 6 with a drawn result. This pitch, however, is not to be recommended. If 32 27, the play merges with a Hefter-Freeman game. (Var. 1.)

e. And here Nelson repeats Cowan's spectacular draw.

Var. 1.

32 27	27 23	24 20	22 18	18 9	30 26
7 14	3 7	7 10	1 5	5 14	

Forms position on diagram :



Black to play and win :

11 15	15 19	10 14	23 26	19 24	30 26
19 16	16 11	8 3	3 7	11 15	B. W.
12 19	14 18	18 23	26 30	24 28	
23 16	11 8	26 22	7 11	15 19	

Hefter vs. Freeman

GAME 148. Second Double Corner.

Jordan's Move.

11 15	22 17	1 5	30 26	10 19	31 22
24 19	4 8	18 9	11 15	27 23	24 27
15 24	17 13	5 14	19 16	19 24	22 18
28 19	8 11	d29 25	12 19	26 22	27 31
8 11	26 22	11 15	23 16	14 17	18 14
22 18	a9 14	e32 28	h2 7	21 14	31 26
11 16	18 9	15 24	25 22	7 11	14 9
25 22	5 14	28 19	15 18	16 7	Drawn
16 20	22 18	7 11	22 15	3 26	

a. The following neat play occurred in a Hanson-Lieberman subscription match at St. Louis, Mo., 1914:

10 14	3 12	16 19	19 26	10 26	14 17
19 15	22 17	23 16	30 23	17 3	etc.
12 16	7 10	b12 19	2 7	9 14	Drawn
15 8	29 25	27 23	18 15	31 22	P. P.

- b.* Pomeroy took the piece 14 23, 27 18, 12 19, 17 14, 10 17, 21 14, 2 7, *c*30 26, 19 24, 25 22, 7 11, 22 17, 24 27, and eventually won this ending from A. Jordan.
- c.* 25 22, 19 24, 22 17, 7 11, 30 25, 24 27. Drawn. P. P.
- d.* 30 26, as played in Game 95, is the correct move.
- e.* In the Great Britain vs. United States International match, Reynolds vs. Searight played 25 22, 15 24, 22 18, 14 17, 21 14, 10 17, *f*32 28, 7 10, 28 19, 17 22, and Searight won.

26 31

f. 18 14 2 11 28 19 20 27 23 18 24 20
*g*7 10 32 28 11 15 31 24 22 26 31 27
14 7 6 10 27 24 17 22 18 11 Drawn

g. 17 22 2 11 3 10 10 15 22 25 25 29
23 18 18 14 13 9 6 2 2 7 10 15
7 10 6 10 11 16 15 19 25 29 25 21
14 7 14 7 9 6 30 26 7 10 Drawn

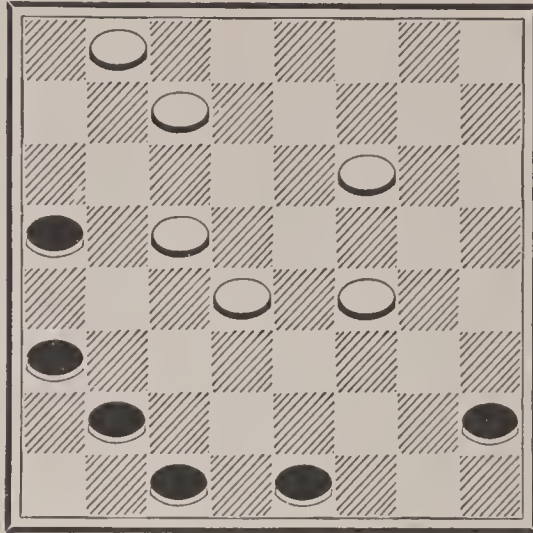
- h.* Banks played 15 19 at this stage against Reynolds in the second round and won.

GAME 149. Second Double Corner.

Nelson's Move.

11 15	11 16	4 8	6 10	9 18	13 17
24 19	25 22	29 25	<i>b</i> 30 25	22 15	25 22
15 24	<i>a</i> 9 13	6 9	10 17	7 11	17 26
28 19	18 14	22 18	21 14	26 22	31 22
8 11	10 17	1 6	16 20	11 18	
22 18	21 14	25 21	18 15	22 15	

Forms the position diagrammed below:



Black (Nelson) to move:

e12 16, 19 12, 3 7, 12 3, 7 10, 15 6, 2 25. Drawn.

e. A pretty triple shot which came as a startling surprise to Mr. Jordan.

a. A good line and away from conventional play.

b. 27 24 32 28 19 15 23 16 20 11
 10 17 20 27 11 16 12 19 2 6
 21 14 31 24 24 20 15 11 26 23
 16 20 c8 11 16 19 7 16 Drawn

c. 13 17, 24 20, d2 6, 19 15, 7 10, 14 7, 3 19, 23 16, 12 19, 26 22. Drawn.

d. 17 22, 26 17, 9 13, 19 15, 13 22, 23 19, 2 6, *28 24, and wins.

GAME 150. Dyke 11 15 22 17.

Jordan's Move.

11 15	17 10	8 12	21 14	15 19	17 14
22 17	6 15	27 24	10 17	23 16	11 16
15 19	21 17	4 8	26 23	12 19	14 9
23 16	5 9	32 27	19 26	24 15	6 10
12 19	17 13	9 14	30 23	10 19	9 6
24 15	b1 6	c24 20	17 26	20 16	10 14
10 19	29 25	3 7	31 22	8 11	6 2
a25 22	7 10	27 24	7 10	16 7	16 20
9 14	25 21	d14 17	e22 17	2 11	2 7

Drawn

- a. In the finals of the Missouri State Championship, Mayor vs. Lieberman, the play varied here with 26 22:

26 22	3 7	25 18	10 19	27 24	5 9
7 10	22 18	13 22	31 26	11 15	10 7
30 26	15 22	26 17	2 7	18 11	9 14
10 15	24 15	7 10	17 14	8 15	7 2
27 24	9 13	32 27	7 11	14 10	

And White eventually won

- b. "Alf's" favorite line of the Double-Corner Dyke.
- c. Nelson apparently attempts drastic measures to recover lost ground. The move in the text reflects credit upon Nelson's judgment in departing from orthodox lines. In fact, this may be termed a "cook" of a high order, and not unlikely from the "cook-shop" of the Brooklyn expert. See Game 75, J. Howe vs. J. Dempsey, for other lines covering this move; also Game 65, Tanner vs. Ginsberg.
- d. Tanner varied with 14 18, etc.
- e. Varies from Game 75, where 24 19 is given to draw.

GAME 151. Laird and Lady.

Nelson's Move.

11 15	19 10	13 17	26 19	17 22	18 15
22 17	6 15	22 13	7 10	19 15	16 19
8 11	24 19	6 9	29 25	11 16	23 16
23 19	15 24	13 6	c5 9	15 10	12 19
a9 13	28 19	2 27	30 26	22 25	2 6
17 14	11 16	32 23	10 14	10 6	9 13
10 17	27 23	8 11	26 23	25 30	15 11
21 14	1 6	23 18	14 17	6 2	19 23
b4 8	25 22	16 23	25 21	30 25	6 10

Drawn

- a. Forms the opening, which is susceptible to bizarre and complex combinations.
- b. Now a "Black Doctor Refused" position.

c. 10 14 will draw prettily, thus:

10 14	31 27	7 11	30 25	16 20
18 9	<i>e</i> 11 16	10 7	19 23	7 10
5 14	19 15	11 15	27 24	20 27
25 22	16 19	7 2	12 16	10 26
<i>d</i> 3 7	15 10	14 18	2 7	27 31 Drawn

d. 3 8, 30 26, 11 16, 26 23, 16 20, 19 15, 12 16, 15 10, 8 11, 22 18, 14 17, 10 7. White wins.

e. 7 10 loses, thus:

30 25	16 20	22 18	27 31	9 6	23 14
11 16	25 21	24 27	23 18	27 23	2 7
27 23	20 24	18 9	31 27	6 2	W. W.

HUGH HENDERSON vs. MORTON SPIELMAN.

GAME 152. Dundee 12 16 24 20.

Henderson's Move.

12 16	5 14	1 6	7 10	12 19	4 11
24 20	<i>a</i> 23 19	23 19	32 28	23 16	1 6
8 12	16 23	15 18	10 14	14 30	30 26
28 24	27 9	25 22	30 26	21 5	6 2
9 14	6 13	18 25	2 7	8 12	26 23
22 18	26 23	29 22	22 18	5 1	28 24
3 8	10 15	6 9	13 17	12 19	<i>d</i> 11 16
18 9	31 27	27 23	19 16	24 8	Drawn

a. The Boston attack and seems to be almost invariably adopted. 25 22 is not considered strong at this point, although the following interesting play seems safe to draw:

25 22	8 15	<i>c</i> 30 25	16 20	19 16	23 32
16 19	<i>b</i> 22 17	12 16	23 19	10 15	5 1
24 15	4 8	24 19	6 9	17 10	32 27
11 25	32 28	15 24	31 27	15 19	1 5
29 22	8 12	27 11	9 13	23 18	W. W.
12 16	28 24	7 16	26 23	19 23	
20 11	1 5	25 22	5 9	10 6	

Lieberman vs. McClellan

b. 23 18 is regular play; however, this move, which was introduced by J. C. Brown against Ferrie in the 1896 Scottish tourney, brings up some interesting play.

- c. Varies from Kears' (12 16) Encyclopaedia where 24 19 is played with a drawn result.
- d. All book.

GAME 153. Dundee 12 16 24 20.

Spielman's Move.

12 16	25 22	8 15	21 14	10 17	23 16
24 20	16 19	b23 18	2 7	21 14	11 20
8 12	24 15	14 23	c30 25	8 11	18 15
28 24	11 25	27 11	4 8	26 23	6 9
9 14	29 22	7 16	22 18	1 6	15 10
22 17	a12 16	17 14	d6 10	e32 27	9 18
3 8	20 11	10 17	25 21	16 19	10 3

Drawn

- a. This and 8 11 have figured equally in games played on this opening.
- b. Very strong. Lees' gives 32 28, 6 9, 23 19, 15 24, 28 19, 7 11. Kears' Encyclopaedia. In the Illinois State Tournament (1911) Lieberman-Bradford varied with 17 13, thus:

17 13	32 28	28 24	26 22	31 22	13 6
7 11	15 18	8 12	15 19	10 19	2 9
22 17	30 25	24 20	f22 15	17 10	20 16
4 8	5 9	11 15	19 26	6 15	19 24

Drawn

- c. See Game 1, Doran vs. Henderson, for play covering this line.
- d. The key move to draw.
- e. In a little knockout tourney in Kansas City the following variation was played:

31 26	23 16	23 19	27 23	15 10	16 7
6 9	11 20	13 17	22 26	7 11	26 22
32 27	26 23	18 15	23 18	19 16	Drawn
16 19	9 13	17 22	26 31	31 26	

Ginsberg vs. Lieberman

- f. The other take forces the shot.

GAME 154. Denny 10 14 24 20.

Henderson's Move.

10 14	<i>a</i> 6 10	7 10	9 13	14 17	6 9
24 20	26 22	24 19	18 9	21 14	26 23
11 15	8 11	15 24	5 14	10 17	17 26
22 18	27 24	28 19	19 16	27 23	31 22
15 22	10 15	3 7	12 19	1 6	7 10
25 18	<i>b</i> 30 26	32 27	23 16	23 18	16 7
					Drawn

a. More restricting than the usual 12 16.

<i>b.</i> 24 19	22 17	30 25	29 25	32 28	22 18
15 24	9 13	13 22	5 14	15 24	8 11
28 19	18 9	25 9	25 22	28 19	18 9
7 10	5 14	1 5	11 15	4 8	11 15
					Drawn

Tanner vs. Dorio

GAME 155. Denny 10 14 24 20.

Spielman's Move.

10 14	<i>a</i> 14 18	15 19	8 22	8 12	26 22
24 20	26 23	24 15	31 27	18 15	10 7
6 10	<i>b</i> 3 8	10 19	<i>d</i> 22 26	12 16	2 11
22 17	23 14	29 25	27 18	15 11	8 15
11 15	9 18	<i>c</i> 19 24	26 30	16 19	5 9
17 13	21 17	27 20	17 14	11 8	15 19
1 6	11 16	18 22	4 8	19 23	22 26
28 24	20 11	25 18	13 9	8 4	32 27
8 11	7 23	12 16	6 13	31 26	23 32
23 19	25 21	20 11	14 10	4 8	30 23
					W. W.

a. 15 18 is regular Ayrshire Lassie.

b. Into an old line of the opening referred to in note *a* and with which Mr. Henderson was no doubt very familiar.

<i>c.</i> 12 16	19 24	23 26	26 30	26 23	6 9
17 14	27 11	30 23	27 23	19 15	etc.
18 22	8 22	22 26	30 26	23 19	Drawn
25 18	31 27	23 18	23 19	14 10	

d. There seems to be nothing better.

GAME 156. Paisley.

Henderson's Move.

12 16	22 17	15 24	25 22	11 15	19 12
24 19	9 14	28 19	11 15	27 24	10 26
8 12	18 9	8 11	<i>c</i> 17 13	20 27	29 25
22 18	5 14	22 18	15 24	31 24	6 9
4 8	<i>a</i> 30 26	1 5	<i>d</i> 32 28	15 18	13 6
26 22	11 15	18 9	7 11	22 15	2 9
16 20	<i>b</i> 26 22	5 14	28 19	12 16	B. W.

- a.* A subtle move; if Black replies 11 16, 26 22 is given to win; however, if Black replies 11 15 then 25 22 is best as referred to in note *b*.
- b.* A decidedly weak move; 25 22 is the correct play and is given in all two-move works on the game.
- c.* An absolute loss; 32 28 followed by 31 26 draws narrowly, but the play can hardly be recommended.
- d.* 22 18, 14 17, 21 14, 10 17, *e*32 28, 7 10, 28 19, 17 22. B. W.
- e.* It will be noted that in Game 148, between Jordan and Nelson, the piece is on square 30 instead of on 29 as in this game, and therefore draws by 18 14, as provided for in notes *f* and *g*.

T. J. HARRIGAN vs. H. B. REYNOLDS.

GAME 157. Double Corner 9 14 22 18.

Harrigan's Move.

9 14	25 18	7 11	23 19	2 7	32 28
22 18	4 8	25 22	14 23	30 26	1 5
5 9	28 24	10 15	19 10	7 14	28 24
24 20	8 11	19 10	20 27	26 23	5 9
11 16	24 19	6 15	26 19	3 7	22 18
20 11	11 16	27 24	9 13	24 20	13 17
8 22	29 25	16 20	31 24	7 10	<i>a</i> 19 16
					Drawn

- a.* A repetition of Game 147.

GAME 158. Double Corner 9 14 22 18.

Reynolds' Move.

9 14	10 15	3 7	23 27	1 6	31 27
22 18	25 22	26 19	11 8	21 17	17 13
5 9	a6 10	7 11	27 31	27 23	27 23
24 20	b23 19	32 28	8 3	4 8	1 5
11 16	14 23	c11 16	31 27	22 26	23 18
20 11	27 18	19 15	18 15	28 24	5 9
8 22	11 16	10 19	9 14	26 31	12 16
25 18	18 11	24 15	15 11	24 19	30 25
4 8	16 23	16 19	14 18	23 16	16 19
28 24	26 19	15 11	11 8	8 11	25 21
8 11	7 23	19 23	18 22	16 7	19 23
29 25	31 26	22 18	8 4	3 1	21 17

Drawn

- Considered safer than 7 10 as played by C. F. Barker vs. R. Jordan.
- This seems new; 24 20 and 32 28 are both played at this point.
- This may be premature. Black's position is easily the stronger, although White seems to just get through on any variation.

GAME 159. Kelso 10 15 21 17.

Harrigan's Move.

10 15	9 14	4 8	7 10	17 21	23 26
21 17	18 9	26 22	18 14	1 5	30 23
11 16	5 14	8 11	3 7	7 11	21 25
22 18	25 21	22 18	14 9	5 9	18 14
15 22	a6 10	14 17	1 6	13 17	25 30
25 18	13 9	21 14	5 1	9 14	14 10
16 20	11 15	10 17	6 13	11 16	30 25
17 13	b24 19	c31 26	23 18	14 7	23 19
8 11	15 24	11 16	16 23	16 23	25 22
29 25	28 19	9 5	26 19	7 11	10 7

Drawn

- 7 10, as played in Game 13 of the International match (Great Britain vs. United States) between Ferrie and Denvir, is undoubtedly the safest.

b. Varies from R. Jordan, who played 23 19 against R. Stewart in their match for the world's championship, and the following comment by the annotators of this match is given: "Original with Mr. G. Sneddon of Carronshore. It initiates one of the strongest and most puzzling attacks we have ever come across in this opening." See Variation 1 for play on 23 19.

c. 19 15 is also good. The following play from the R. Jordan-Stewart match game book is given below:

19 15	e15 10	3 7	16 19	14 10	14 17
d3 8	6 31	10 15	24 28	24 27	32 27
31 26	32 28	7 16	18 14	23 18	Drawn
12 16	31 24	15 19	28 32	27 31	
9 5	28 3	23 18	19 23	18 14	
2 6	7 10	19 24	20 24	17 21	

d. Best by far, 11 16 nearly losing by 18 14.

e. 23 19, 16 23, 26 19, 17 22, 19 16, 22 26, 8 12. Drawn.

Var. 1.

23 19	19 10	25 22	9 5	5 1	23 18
1 5	5 14	21 25	25 30	6 9	and
26 23	30 25	22 18	5 1	1 6	Jordan
14 17	4 8	8 11	30 25	9 13	won
21 14	24 19	18 9	1 5	6 9	
10 17	17 21	7 14	2 6	14 17	

GAME 160. Kelso 10 15 21 17.

Reynolds' Move.

10 15	17 13	a7 10	30 26	2 11	27 4
21 17	8 11	26 22	15 24	26 23	10 14
11 16	29 25	3 7	28 19	11 15	4 8
22 18	9 14	22 17	7 11	13 9	22 25
15 22	18 9	4 8	19 16	6 22	8 11
25 18	5 14	24 19	12 19	23 18	b14 18
16 20	25 21	11 15	23 7	14 23	Drawn

a. Varies from preceding game where 6 10 was played.

b. All book. This game is identical with Game 22, Var. 18, in Alexander and Kear's Encyclopedia. Ferrie vs. Freedman; also similar to Game 15, Banks-Jordan match, and Game 13, Ferrie vs. Denvir, 1905 International. Heffner points out that if instead of 14 18 Black plays 1 6, 11 15, then 25 29 is a star move; 25 30 losing thus: 25 30, 31 26, 30 23, 15 18, 6 10, 18 27, 10 15, 27 23, 15 18, 23 26, 20 24, 26 31, 24 28, 31 26. White wins.

GAME 161. Denny 10 14 24 20.

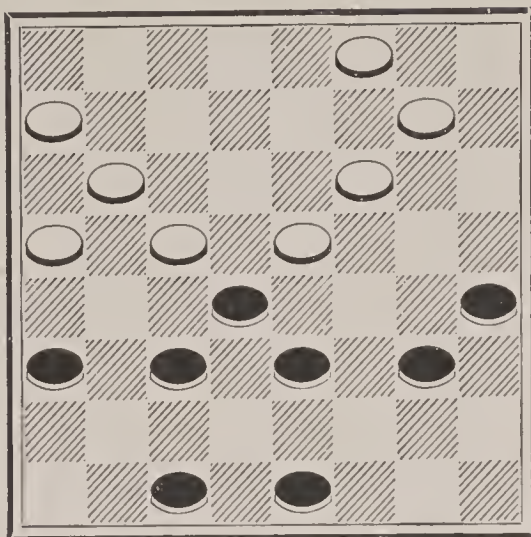
Harrigan's Move.

10 14	b14 17	9 14	e23 27	27 32	23 18
24 20	21 14	6 1	1 5	14 18	24 19
6 10	9 18	14 17	27 32	f31 27	18 14
22 18	23 14	22 18	14 10	18 22	31 27
a11 15	10 26	17 22	32 27	27 23	14 10
18 11	31 22	25 21	11 8	10 7	30 25
8 15	7 10	22 26	16 19	32 27	11 15
28 24	c27 23	24 19	8 4	22 26	19 24
1 6	8 11	3 7	27 24	20 24	10 14
23 19	32 28	19 15	4 8	28 19	27 23
9 13	5 9	11 16	24 20	23 16	15 18
25 22	23 18	20 11	8 11	11 20	23 26
6 9	d10 14	7 16	19 23	2 11	12 16
29 25	19 10	15 11	5 9	26 31	24 20
4 8	14 23	26 31	23 27	27 23	16 19
26 23	10 6	18 14	9 14	20 24	26 22

White wins.

- a. Now same as 10 14, 22 18, 11 15, 18 11, 8 15, 24 20, 6 10.
- b. Harrigan tries his hand with the "D'Orio Cook," but here the play goes 14 18, etc., although the text move is also considered sound.
- c. Practically a loss for White. The correct way is 30 26, 5 9, 26 23, 8 11, 25 21, 3 7, 23 18, 11 16. 18 11, 16 23, 27 18, 7 16, 20 11, 10 14, 18 15, 14 18, 22 17. Drawn.

d. And here Harrigan misses the win :



Black to move and win.

*2	6	19	12	15	24	22	18	10	14	12	8
25	21	10	14	28	19	*6	10	16	7	23	27
*12	16	24	19	14	23	19	16	3	10	B. W.	

e. 16 19 followed by 12 16 and the cut is the easiest and most natural continuation.

f. Black wastes more time; 32 27, 18 22, 27 23, 10 7, 23 18, 22 15, 31 26, etc. Drawn.

GAME 162. Denny 10 14 24 20.

Reynolds' Move.

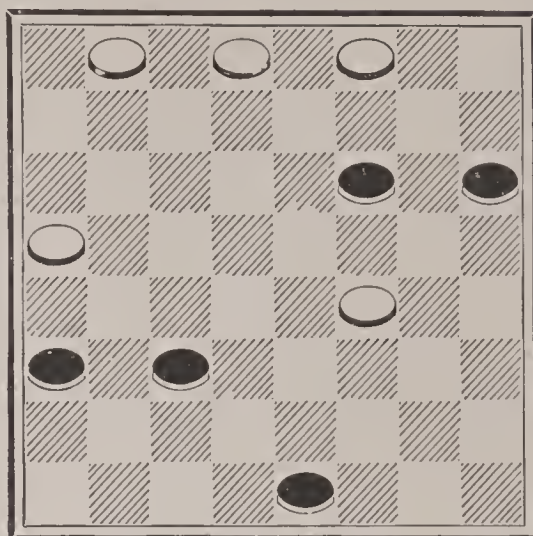
10	14	3	8	6	13	13	17	6	10	25	22
24	20	24	19	21	14	24	20	24	19	18	15
a11	15	1	6	10	17	17	21	22	25	10	14
22	18	b28	24	29	25	19	15	31	27	11	7
15	22	c9	13	17	22	7	11	25	29	22	26
25	18	18	9	25	18	15	8	30	26	15	10
6	10	5	14	11	16	4	11	29	25	14	17
26	22	22	18	20	11	e32	27	26	23	Drawn	
8	11	d13	17	8	22	2	6	11	16		
27	24	18	9	23	18	27	24	20	11		

a. Varies from preceding game.

b. Varies from Banks-Jordan match game where the latter played 32 27. Being a game down, White must venture on unknown ground.

c. This cut seems to allow White to develop strongly. 11 15, 18 11, 8 15, 22 17, 4 8 and Black looks strong.

- d. 6 9 would have drawn.
- e. 18 14 is better and brings up the following beautiful play (see diagram) :



Black to move and draw.

2 6	f12 16	29 25	21 25	30 26
32 27	31 27	30 26	19 12	14 10
22 25	25 29	25 30	11 15	26 17
27 23	27 24	24 19	26 22	Drawn

- f. 25 29, 23 19, 29 25, 31 26, 25 29, 26 23, 29 25, 30 26, 25 30, 19 16, 12 19, 23 7, 30 23, 7 2. W. W.

L. GINSBERG vs. J. DEMPSEY.

GAME 163. Dundee 12 16 21 17.

Ginsberg's Move.

12 16	29 25	6 10	31 24	22 26	6 10
21 17	10 17	22 17	11 15	10 7	31 26
9 13	25 21	13 22	32 27	26 31	10 14
25 21	1 6	26 17	b7 11	27 24	13 17
16 19	21 14	8 11	14 7	31 27	14 21
23 16	6 10	24 19	3 10	23 19	26 22
11 20	30 25	4 8	17 14	c5 9	19 15
17 14	10 17	27 23	10 17	7 2	11 18
10 17	25 21	8 12	19 10	9 13	24 19
21 14	2 6	a28 24	17 22	2 6	18 23
6 10	21 14	20 27	24 20	27 31	19 15

Drawn

- a. Varies from Game 52, where 32 27 was played to a draw.

- b. If 15 18 then 24 20, 18 22, 23 18, 22 26, 27 24, 26 31, 18 15, 31 27, 15 6, 7 11, 6 2, 27 23, 2 6, 23 16, 6 10, 3 8, 10 7. White wins.
- c. 27 23, 7 2, 23 16, 2 6 and White is strong.

GAME 164. Dundee 12 16 21 17.

Dempsey's Move.

12 16	20 11	16 20	23 18	f3 7	17 14
21 17	7 16	18 11	14 23	22 18	10 17
9 13	25 21	8 15	27 11	13 22	21 5
a24 20	5 9	26 23	6 9	26 17	4 8
11 15	b23 18	e9 14	30 26	7 16	32 27

White wins.

- a. Allows more scope than 25 21 as played in previous game.
- b. D'Orio essayed 30 25 against Henderson in their match in Boston and lost, although a draw was later shown by the following play:
- | | | | | | |
|--------|-------|-------|-------|-------|-------|
| 30 25 | 28 12 | 27 20 | 31 27 | 16 7 | 7 2 |
| 9 14 | 11 15 | 8 11 | 11 15 | 15 18 | 14 23 |
| 27 24 | 32 27 | 26 23 | 27 24 | 22 15 | Drawn |
| c8 11 | 4 8 | 6 9 | 7 11 | 13 22 | |
| d24 19 | 23 19 | 23 19 | 19 16 | 25 18 | |
| 15 24 | 15 24 | 2 7 | 1 6 | 10 28 | |
- c. A "cook" of the highest order which would stagger anyone the first time.
- d. If White refuses the 2 for 1, then Black scores, thus: 24 20, 4 8, 32 27, 8 12, 27 24, 3 7, 24 19, 15 24, 28 19, 11 15, 20 11, 7 16, 22 18, 15 22, 25 9, 13 22, 26 17, 6 22. Black wins.
- e. It is difficult to say whether this is a cook or an attempt to get away from the regular routine. (See Game 31.)
- f. Loses immediately. 9 14 puts up more fight, but does not alter the final result.

GAME 165. Denny 10 14 22 17.

Ginsberg's Move.

10 14	10 14	14 18	<i>g</i> 10 15	2 9	11 15
22 17	28 24	21 17	26 22	13 6	12 16
7 10	<i>b</i> 11 15	18 25	17 26	22 18	9 14
17 13	30 26	17 14	31 22	6 2	28 24
3 7	6 10	10 17	30 26	5 9	15 10
<i>a</i> 24 20	23 19	19 3	23 19	20 16	16 19
14 18	<i>e</i> 1 6	25 30	26 17	12 19	14 18
23 14	25 22	<i>f</i> 27 23	19 10	24 15	24 20
9 18	18 25	<i>g</i> 6 10	17 22	18 11	4 8
26 23	29 22	32 28	10 6	3 12	19 16
					<i>h</i> 18 22
					Drawn

a. A powerful attack; 24 19 is also good, thus:

24 19	23 14	31 26	29 22	18 9	23 19
11 16	9 18	7 11	6 10	5 14	16 23
28 24	26 23	25 22	22 18	19 15	27 9
14 18	10 14	18 25	1 6	10 28	11 16
					Drawn

b. 6 10 leads to the following beautiful play:

6 10	<i>c</i> 26 23	8 15	27 23	11 20	2 7
30 26	17 22	13 9	8 11	18 15	11 16
1 6	25 18	6 13	21 17	12 16	29 25
32 28	15 22	24 19	2 6	15 6	22 29
14 17	23 18	15 24	23 18	16 23	7 10
23 14	11 15	28 19	6 10	6 2	13 22
10 15	18 11	4 8	20 16	7 11	14 9
					Drawn

<i>c.</i> 27 23	23 16	25 22	28 12	7 10	16 11
15 18	<i>d</i> 8 11	18 25	11 15	15 19	18 22
14 10	16 7	29 22	12 8	10 1	9 6
7 14	2 11	12 16	26 31	19 23	Drawn
31 27	24 20	26 23	8 3	13 9	Stewart
11 15	4 8	17 26	31 27	23 26	vs.
20 16	27 24	24 19	3 7	20 16	Jordan
12 19	8 12	15 24	27 18	26 31	

d. 8 12, 16 11, 12 16, 24 20, 16 19, 20 16, 5 9, 25 22, 18 25, 29 22, White wins.

R. Jordan.

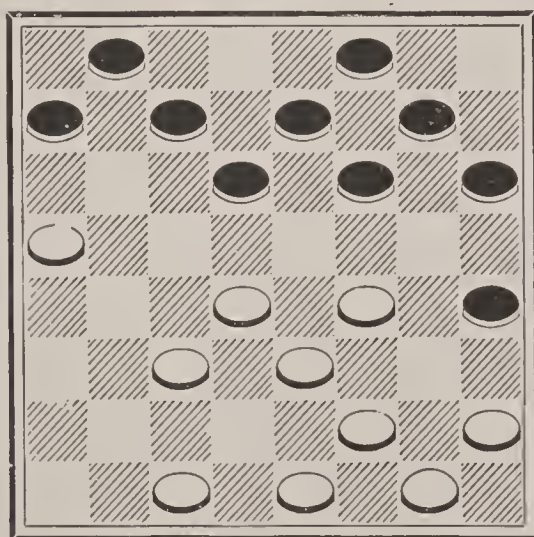
- e. 8 11, 26 23, 1 6, 21 17, 14 30, 23 14, 10 17, 19 1, 30 26, 31 22, 17 26, 1 6, 2 9, 13 6, 26 31, 32 28, 7 10, 6 2, 4 8. Drawn.
- f. Dempsey introduces a startling improvement of published play. The older continuation runs thus: 26 23, 17 22, etc. Drawn.
- g. Only moves to draw.
- h. A splendidly contested game.

GAME 166. Denny 10 14 22 17.

Dempsey's Move.

10 14	29 22	11 16	25 21	20 27	31 22
22 17	11 16	28 24	10 15	<i>e</i> 32 23	14 18
7 10	22 18	8 11	19 10	10 15	22 15
17 13	8 11	18 15	6 15	11 7	5 9
<i>a</i> 2 7	26 22	11 18	11 7	12 16	13 6
<i>b</i> 25 22	16 20	22 15	3 10	7 3	1 19
14 17	24 19	10 14	23 19	15 19	Drawn
21 14	4 8	15 11	16 23	3 7	
9 25	<i>c</i> 30 25	7 10	27 11	19 26	

- a. Very irregular and no doubt playing for the Souter.
- b. 23 18 looks good, but the game as played is good enough to win.
- c. Misses the win. See diagram.



White to move and win.

28 24	7 11	30 25	10 14	26 22
<i>d</i> 11 16	22 18	3 7	31 26	W. W.
18 15	5 9	25 21	7 10	

- d.* 10 15, 19 10, 6 15, 23 19. White wins.
- e.* 31 24 is better, though it is doubtful if White can win.

GAME 167. Double Corner 9 14 22 17.

Ginsberg's Move.

9 14	15 24	16 20	14 23	10 14	5 14
22 17	28 19	19 16	27 18	18 9	19 16
11 15	4 8	12 19	19 24	1 5	14 18
25 22	<i>b</i> 22 18	23 16	21 17	17 14	13 9
8 11	8 11	11 15	<i>d</i> 24 27	7 11	6 13
17 13	18 9	25 22	31 24	16 7	26 22
11 16	5 14	15 19	20 27	3 17	Drawn
<i>a</i> 24 19	29 25	<i>c</i> 22 18	32 23	<i>e</i> 23 19	

- a.* For play on 24 20 see notes to Game 57.
- b.* 22 17 is very good as played by R. Jordan vs. J. Ferrie in their match for the World's Championship, thus:

22 17	12 19	30 26	19 24	28 19	18 27
8 11	23 16	10 15	13 9	1 6	31 24
29 25	11 15	17 10	6 13	26 22	2 7
16 20	26 23	7 14	32 28	20 24	Drawn
19 16	15 19	16 12	15 18	27 20	

- c.* The following is another good line:

15 19	7 14	24 28	6 9	9 13	Drawn
22 17	16 11	30 25	13 6	11 8	P. P.
10 15	19 24	1 5	2 9	3 12	
17 10	26 23	31 26	26 22	23 18	

- d.* An original departure from published play.
- e.* At first glance 30 25 and 25 21 look like binding moves, but 2 7 followed by 7 11 will dispel the illusion.

GAME 168. Double Corner 9 14 22 17.

Dempsey's Move.

9 14	11 16	3 8	15 24	12 19	1 5
22 17	24 19	18 9	27 11	d26 23	18 9
11 15	15 24	5 14	8 15	19 26	5 14
25 22	28 19	29 25	31 27	30 23	23 18
a7 11	8 11	11 15	c15 19	4 8	14 23
17 13	b22 18	25 22	23 16	22 18	27 18

Drawn

- Not very often played. 8 11 and 15 19 are the usual replies.
- 22 17 is met by 11 15, 29 25, 15 24, 27 11, 3 8, 11 7, 2 11, 25 22, etc. Drawn.
- 15 18 is much better. See notes to Game 49.
- 32 28, 4 8, 27 23, 8 12, 23 16, 12 19, 26 23, 19 26, 30 23, 10 15, 23 19, 15 24, 28 19, 1 5, 22 17, 14 18. Black wins.

P. WHALEN vs. T. J. O'GRADY.

GAME 169. Dundee 12 16 24 20.

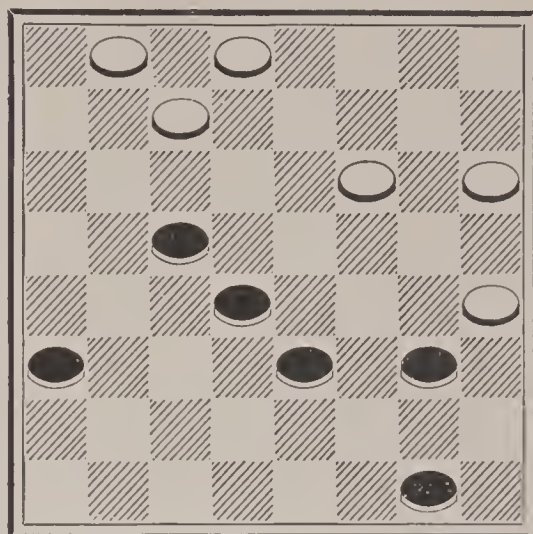
Whalen's Move.

12 16	20 11	8 15	c25 22	1 10	6 2
24 20	7 16	17 10	4 8	22 17	22 26
8 12	24 20	15 19	29 25	14 18	31 22
28 24	a5 9	23 16	8 12	17 13	18 25
9 14	20 11	12 19	25 21	18 22	2 7
22 17	15 18	10 7	d6 10	13 9	15 18
3 8	22 15	2 11	17 13	15 18	7 10
26 22	10 26	21 17	e10 14	9 6	W. W.
11 15	b30 23	11 15	13 6	10 15	

- Not as good as 16 19, which was played in Game 4.
- An improvement on the time-worn 31 22 jump.
- J. Searight gives the following:

25 21	17 13	32 28	24 19	22 18	22 18
6 10	1 6	8 11	15 24	14 23	26 30
29 25	25 22	27 24	28 19	31 22	21 17
9 14	4 8	19 23	23 26	23 26	Drawn
- 12 16 would perhaps be better.

e. Loses. See position at this point on diagram below:



Black to move and draw.

1 6	22 17	23 27	11 7	10 15	11 15
32 28	20 27	20 16	27 24	2 7	24 27
12 16	31 24	27 32	28 19	15 19	Drawn
27 24	19 23	16 11	15 24	7 11	
16 20	24 20	32 27	7 2	19 23	

GAME 170. Dundee 12 16 24 20.

O'Grady's Move.

12 16	25 22	11 16	23 16	5 9	31 22
24 20	16 19	20 11	12 19	d30 26	8 12
8 12	24 15	7 16	13 9	4 8	28 24
28 24	11 25	b27 24	6 13	32 28	12 16
9 14	29 22	c16 19	22 17	9 14	24 20
22 17	a8 11	24 15	13 22	26 23	2 6
3 8	17 13	10 19	26 10	19 26	Drawn

a. Allows plenty of scope. 12 16 is more restricting.

b. 23 19 as played in Game 93 is also strong.

c. 4 8 was played between Lieberman and Reynolds.

d. Bryden played 32 27 against Ferrie, thus:

32 27	30 23	27 24	20 11	23 19	
4 8	9 14	12 16	6 15	18 23	
27 23	31 27	24 20	11 7	7 2	
19 26	8 12	2 6	15 18	14 18	Drawn

GAME 171. Denny 10 14 24 20.

Whalen's Move.

10 14	28 24	9 14	22 15	17 21	27 24
24 20	7 10	17 13	11 18	28 24	17 26
11 15	<i>a</i> 21 17	8 11	32 28	5 9	30 14
22 18	<i>b</i> 1 6	31 26	14 17	24 19	21 30
15 22	23 19	<i>f</i> 4 8	19 15	9 14	15 10
26 10	3 7	29 25	10 19	26 22	W. W.
6 15	25 22	15 18	24 15	14 17	

a. 25 22 is decidedly best. In the International Match of 1905 R. Jordan played the move in the text against Horr and should have lost. The play on 25 22 runs thus:

25 22	29 25	32 28	18 9	11 8	26 17
9 13	1 5	8 12	5 14	12 16	24 27
23 18	25 21	24 19	30 26	8 4	18 9
8 11	12 16	15 24	11 15	16 20	10 15
21 17	27 23	28 19	20 11	22 18	31 24
5 9	4 8	9 14	15 24	13 22	20 27
					Drawn

b. 9 13 is better, thus:

9 13	32 28	15 24	22 18	12 19	27 23
<i>e</i> 30 26	5 9	28 19	14 17	26 23	2 6
13 22	29 25	9 14	19 15	19 26	23 19
25 11	4 8	<i>c</i> 25 22	10 19	31 13	6 10
8 15	24 19	1 5	23 16	8 11	Drawn

<i>c.</i> 25 21	2 7	22 17	11 15	4 8	24 19
<i>d</i> 1 5	27 23	8 11	16 11	28 32	10 17
19 16	18 27	17 10	15 19	8 11	13 22
12 19	31 24	7 14	11 8	32 28	21 17
23 16	5 9	24 19	19 24	11 15	19 15
14 18	26 22	9 13	8 4	28 24	B. W.
16 12	10 14	19 16	24 28	15 10	Heffner

d. Horr played 2 7 and only drew.

e. 25 22, 5 9, 23 18, 1 6 and Black is strong.

f. Black can put up a little fight by 11 16, but the ultimate result is unchanged, thus: 11 16, 20 11, 7 23, 27 11, 14 18, 22 15, 10 28, 26 23, 12 16, 29 25, 16 20, 23 19, 20 24, 19 16. White wins.

GAME 172. Denny 10 14 24 20.

O'Grady's Move.

10 14	26 10	b9 14	30 25	13 22	
24 20	6 15	23 19	1 5	25 9	
11 15	28 24	7 10	22 17	5 14	
22 18	a8 11	27 23	9 13	c29 25	B. W.
15 22	25 22	5 9	32 28	15 18	

a. More popular than 7 10 as played in previous game.

b. 4 8 is better, thus:

4 8	17 14	2 6	25 21	12 19	23 19
29 25	9 18	31 26	15 19	26 23	7 10
9 13	23 14	6 10	21 14	19 26	14 7
21 17	1 5	27 23	11 15	30 23	3 10
5 9	32 28	10 17	23 16	8 11	19 16

Drawn

Freedman vs. R. Jordan

c. Nothing left after this.

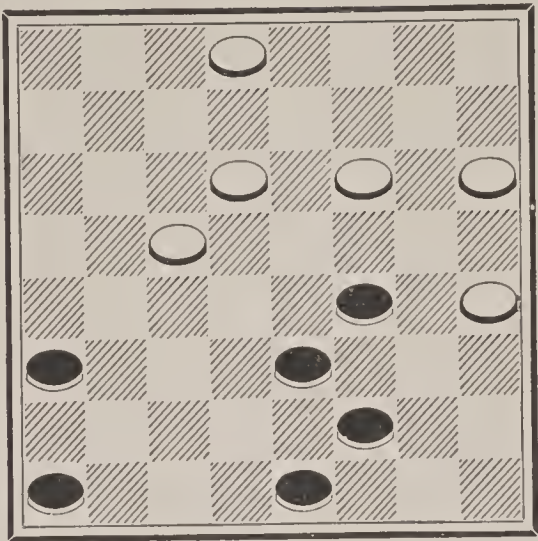
N. W. BANKS vs. F. R. WENDEMUTH.

GAME 173. Double Corner 9 14 24 20.

Banks' Move.

9 14	15 22	14 18	18 25	9 14	15 24
24 20	26 10	23 14	29 22	32 28	28 19
5 9	b7 14	9 18	7 10	11 16	
22 18	25 22	30 26	27 23	20 11	
a10 15	c1 5	3 7	5 9	8 15	
28 24	22 17	d26 22	17 13	24 19	

Forms the instructive position on diagram :



Black to move and draw.

2	7	10	26	30	25	6	10	14	18	21	25
22	17	17	3	17	14	9	6	2	6	10	14
4	8	26	30	25	21	10	14	18	23	25	22
19	15	21	17	14	9	6	2	6	10	13	9
											Drawn

a. Usually adopted to get on original ground.

b.	6	15	3	7	11	15	12	19	18	23	26	30
	21	17	30	26	24	19	23	7	26	22	19	15
	7	10	9	14	15	24	2	11	23	26	Drawn	
	17	13	29	25	28	19	27	24	20	16	Shearer's	
	1	6	15	18	7	11	8	12	11	20	Handbook	
	25	21	32	28	19	16	24	19	22	17		

c. Varies from Game 20, where 11 15 was played to a draw.

d. Jordan vs. Ferrie played the following variation :

32	28	29	25	26	19	24	20	14	10	13	6
6	9	14	17	11	16	12	16	4	8	8	12
17	13	21	14	20	11	20	11	10	6	6	2
9	14	18	23	7	32	8	15	2	9	12	16
											Drawn

GAME 174. Double Corner 9 14 24 20.

Wendemuth's Move.

9 14	28 24	1 5	18 15	16 19	3 7
24 20	8 11	29 25	7 10	23 16	2 11
5 9	24 19	3 7	15 11	12 19	16 7
22 18	11 16	31 26	10 14	26 22	30 26
11 16	<i>a</i> 26 22	11 16	11 8	17 26	18 14
20 11	7 11	25 22	17 21	30 16	9 18
8 22	22 17	14 17	22 18	21 25	27 24
25 18	<i>b</i> 16 20	21 14	14 17	8 3	20 27
4 8	17 13	10 17	19 15	25 30	32 14

White wins

a. Not as strong as 29 25.

b. The Black loss can be chalked up to this move. The proper move is 9 13, thus:

<i>c</i> 9 13	6 13	11 18	10 15	1 6	
18 9	25 18	23 7	19 10	25 22	Drawn
13 22	2 6	3 10	6 15	16 19	J. Brown
30 25	18 15	27 23	29 25		

<i>c.</i> 10 15	21 17	16 20	14 9	17 21	32 28
19 10	2 6	23 18	22 26	25 22	30 26
6 22	17 14	15 19	30 23	21 25	28 19
17 10	6 15	18 14	13 17	22 18	1 5
9 13	14 10	19 24	29 25	25 30	Drawn

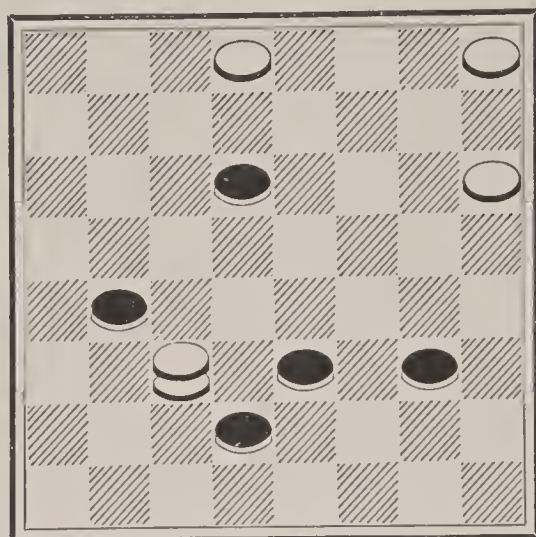
R. T. Ward vs. W. Pearson

GAME 175. Denny 10 14 22 17.

Banks' Move.

10 14	26 23	<i>c</i> 4 8	25 22	32 16	8 11
22 17	10 14	24 19	14 17	20 4	
7 10	28 24	15 24	22 13	14 18	
17 13	11 15	28 19	5 14	4 8	
3 7	<i>a</i> 32 28	11 15	13 9	18 23	
24 20	6 10	<i>e</i> 26 22	24 28	5 1	
14 18	30 26	15 24	9 5	12 16	
23 14	8 11	22 6	<i>f</i> 28 32	<i>g</i> 1 6	
9 18	<i>b</i> 13 9	1 10	23 19	2 9	

forms the diagrammed position:



Black to move and draw.

16 20	10 14	20 24	24 28	26 30	30 25
11 2	6 9	14 10	<i>h</i> 15 19	23 18	Drawn
9 13	14 18	18 22	23 26	22 26	
2 6	9 14	10 15	19 23	31 22	

a. Varies from Ginsberg-Dempsey game, where 30 26 was played. 23 19 is also a good alternative, thus:

23 19	31 26	26 23	23 19	27 23	25 18
7 11	5 9	18 22	1 6	6 9	17 22
19 10	13 6	25 18	32 28	30 25	19 15
6 15	2 9	15 22	9 13	13 17	9 13

Drawn

b. Very weak. P. P. gives the following:

25 22	10 17	19 16	4 8	31 27	10 17
18 25	23 19	12 19	23 19	25 30	19 10
29 22	7 10	23 7	8 12	27 23	11 15
14 17	27 23	2 11	22 17	30 25	10 7
21 14	17 21	26 23	21 25	17 14	15 19

Drawn

Ward vs. Buchanan

c. 18 22 forces the pace as follows:

18 22	1 6	10 17	12 19	17 22	22 26
<i>d</i> 25 18	17 13	23 19	24 8	23 19	31 22
15 22	14 17	5 14	4 11	14 17	17 26
26 17	21 14	19 16	27 23	19 16	16 12

and White just draws.

d. If 26 17, then 1 6, 17 13, 15 18. Black wins.

- e. Any advantage that White has disappears after this move. By playing 19 16, 12 19, 23 16, 8 12, 16 11, 7 16, 20 11, 1 6, 11 8, 6 13, White secures a powerful game with a man down. The play, which is old, was probably new to Wendemuth, and not being able to penetrate its intricacies, played safe.
- f. Quite an unusual slip for Banks to make. Of course, 8 11 gives Black a good game.
- g. The Chicago expert gets all there is out of the position and forces Banks to give a rare exhibition of scientific checkers from this point to the finish.
- h. If 15 18, then 22 25, 29 22, 28 32, 18 27, 32 23, 21 17, 23 26. Drawn.

GAME 176. Denny 10 14 22 17.

Wendemuth's Move.

10 14	21 14	1 6	f19 15	12 19	15 8
22 17	9 25	32 27	10 19	22 18	4 20
7 10	29 22	14 17	27 24	5 9	28 24
17 13	b10 14	24 19	2 7	26 22	20 27
3 7	c24 20	11 16	24 15	17 26	31 24
a25 22	6 10	20 11	g16 19	30 16	7 10
14 17	27 24	e7 16	23 16	8 11	24 19

White wins

- a. 24 20, as played in previous game, is better, as the text move allows Black an equal game.

- b. Not very often played, but probably as good as 11 15.

11 15	9 14	1 5	8 15	15 18	7 11
24 20	18 9	26 22	22 17	24 20	Drawn
7 11	15 19	5 14	4 8	18 27	
28 24	24 15	27 23	31 27	32 23	
5 9	11 25	12 16	8 12	2 7	
23 18	30 21	20 11	27 24	23 19	

- c. 22 18 is another very strong line, thus:

22 18	27 24	24 15	23 19	27 24	26 22
14 17	1 6	d11 16	7 10	20 27	Drawn
24 19	19 15	32 27	19 16	31 15	Alex-
6 10	10 19	16 20	10 19	12 19	ander

vs. F. Smith

d. Barker played 12 16 against Reed and the latter replied with the following beautiful shot: 15 10, 6 22, 13 9, 5 14, 23 18. White wins.

e. Kear's Encyclopedia gives the following:

8 24	12 19	12 19	15 19	10 15	17 21
28 19	23 16	23 16	22 18	18 11	8 3
4 8	8 12	10 15	6 10	7 16	16 20
19 16	27 23	31 27	16 12	12 8	Drawn

T. J. Kent vs. J. A. Buchanan

f. 27 24 may be stronger.

g. Loses. The following will draw:

7 10	27 24	8 11	22 18	17 21	18 15
31 27	16 20	15 8	6 10	26 22	16 23
10 19	24 15	4 11	23 19	11 16	Drawn

GAME 177. Paisley 12 16 24 19.

Banks' Move.

12 16	16 23	6 9	12 19	19 23	18 22
24 19	27 18	30 26	32 28	22 15	10 6
8 12	12 16	1 6	6 10	23 32	2 9
22 18	28 24	<i>c</i> 29 25	18 15	25 22	13 6
<i>a</i> 4 8	8 12	16 19	10 14	14 18	5 9
<i>b</i> 18 14	26 23	24 15	15 11	22 17	21 17
9 18	16 20	7 10	14 18	32 27	9 13
23 14	31 27	14 7	11 8	15 10	<i>e</i> 17 14
10 17	11 16	3 19	9 14	27 23	Drawn
21 14	25 21	23 16	26 22	17 13	

a. Varies from Game 45, where 10 14 was played.

b. Best, and gives White an open game.

c. Varies from Hanson-Ginsberg game, where 32 28 was played.

d. Best, and forces the draw.

e. The play has all been published.

G. TANNER vs. J. B. HANSON.

GAME 178. Double Corner 9 14 22 18.

Tanner's Move.

9 14	28 24	16 20	20 16	6 9	18 14
22 18	8 11	32 28	15 24	26 23	23 18
5 9	<i>b</i> 24 19	20 27	28 19	24 27	14 10
24 20	11 16	31 24	14 18	23 18	18 11
<i>a</i> 11 16	<i>c</i> 29 25	<i>e</i> 9 13	23 7	27 31	10 6
20 11	<i>d</i> 1 5	18 9	2 20	17 14	<i>f</i> 12 16
8 22	25 22	5 14	19 15	31 27	Drawn
25 18	7 11	24 20	20 24	14 5	
4 8	27 24	11 15	21 17	27 23	

- a.* Varies from Game 20, where 10 15 was played.
b. The following variation was played between Jordan vs. Lieberman:

29 25	1 5	23 18	15 18	18 14	22 13
10 15	32 28	13 17	24 19	29 25	5 1
25 22	9 13	22 13	18 22	14 9	2 9
7 10	18 9	15 22	27 23	25 22	1 6
24 20	5 14	26 17	22 25	9 5	10 14
3 7	21 17	11 15	23 18	6 9	6 2
27 24	14 21	31 27	25 29	13 6	Drawn

- c.* Banks varied with 26 22 against Wendemuth, which also draws.
d. 7 11, 25 22, 10 15, etc. Drawn. See Game 147.
e. 11 16 also draws, thus: 11 16, 19 15, 10 19, 24 15, 16 19, 23 16, 12 19, 26 23, 19 26, 30 23, 3 7, 22 17, 7 10, 28 24. Drawn.
f. All published play.

GAME 179. Double Corner 9 14 22 18.

Hanson's Move.

9 14	12 19	15 18	e6 10	25 30	25 30
22 18	23 16	22 15	11 7	6 9	16 12
5 9	c9 13	17 22	9 14	14 17	30 25
24 19	27 23	26 17	17 13	9 14	10 15
11 15	2 7	13 22	14 17	17 21	25 21
18 11	d30 25	15 11	13 9	5 1	14 10
8 24	14 17	1 5	17 21	30 26	26 30
28 19	21 14	32 27	7 2	1 6	10 6
a7 11	10 17	16 20	10 14	21 25	30 25
25 22	16 11	23 19	2 6	19 16	15 10
11 15	7 16	5 9	21 25	4 8	25 30
b19 16	25 21	21 17	9 5	6 10	f10 7

White wins.

a. Played to get away from the Books.

b. 32 28 is also strong, thus:

32 28	4 8	27 24	6 22	29 25	3 7
15 24	22 18	10 15	26 10	7 14	30 26
28 19	8 11	19 10	2 7	25 22	1 5

Drawn
Schaefer

c.	15 19	4 8	11 20	7 14	*15 18	14 23
	27 23	23 16	22 17	29 25	23 19	19 16
	2 7	8 11	*10 15	1 5	18 23	20 24
	16 12	26 23	17 10	31 27	27 18	Drawn

d. Very powerful and forces the issue.

e. 9 13, 19 15, 6 9 (if 3 8, then 17 14, 13 17, 11 7, White wins), 27 23, 20 24, 23 18, 22 26, 31 22, 24 27, 17 14. White wins.

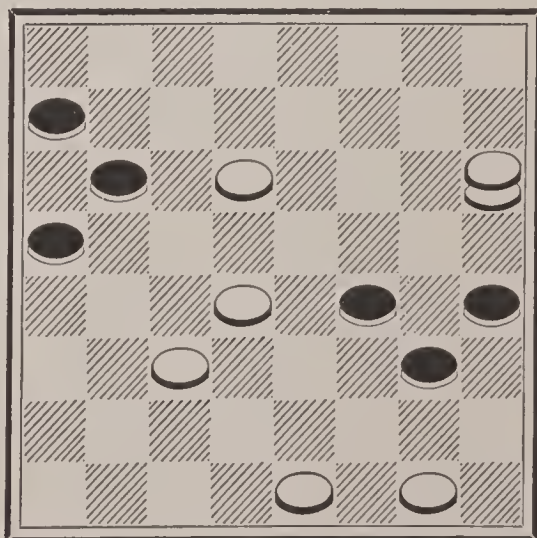
f. Tanner forces the win in a very creditable style.

GAME 180. Dundee 12 16 21 17.

Tanner's Move.

12 16	4 8	6 10	12 16	16 19	17 21
21 17	21 14	20 11	15 10	<i>e</i> 31 26	6 10
9 13	16 19	10 17	7 11	24 28	21 25
25 21	24 15	21 14	10 7	10 6	10 15
<i>a</i> 8 12	11 25	7 16	2 6	19 24	25 29
<i>b</i> 17 14	30 21	26 22	7 3	12 16	22 18
10 17	8 11	3 7	6 9	9 14	13 17
21 14	23 18	27 24	14 10	18 9	18 14
6 10	<i>c</i> 11 16	16 20	16 20	5 14	29 25
29 25	28 24	24 19	3 8	6 2	15 18
10 17	1 6	20 24	11 16	14 17	25 30
25 21	<i>d</i> 24 20	19 15	8 12	2 6	Drawn

- 16 19 is usually adopted. See Game 52.
- 29 25 is better.
- 1 6 followed by 6 9 and 13 17 would give a very strong game.
- Black's position is precarious.
- White misses the following beautiful win:
The diagram shows the position at Note *e*.



White to move and win.

12 16	23 26	32 27	25 18	31 24	9 18
19 23	19 28	<i>f</i> 30 25	27 23	20 27	32 14
16 19	26 30	18 14	18 27	28 32	W. W.

- 30 26, 28 32, 26 17, 18 14, 9 18, 27 24, 20 27, 32 21.
White wins.

GAME 181. Dundee 12 16 21 17.

Hanson's Move.

12 16	8 11	8 12	16 20	22 26	7 11
21 17	18 9	27 23	23 18	31 22	29 25
16 20	5 14	12 19	17 22	17 26	26 30
17 13	25 22	23 16	14 9	23 19	25 22
11 15	4 8	<i>d</i> 20 24	10 14	20 24	30 26
24 19	<i>a</i> 22 18	16 12	18 15	9 6	22 18
15 24	14 17	11 16	14 17	2 9	<i>c</i> 11 16
28 19	19 15	26 23	30 26	13 6	B. W.
9 14	10 19	6 10	24 28	1 10	
22 18	23 16	18 14	26 23	15 6	

a. Very weak. 29 25 is regular, thus:

29 25	8 11	26 23	10 17	12 8	18 23
11 15	17 14	24 28	21 14	18 23	15 10
19 16	<i>b</i> 15 19	27 24	6 10	8 3	26 31
14 18	25 22	20 27	14 7	15 18	9 5
23 14	11 15	31 24	5 14	19 15	Drawn
10 17	14 9	21 25	23 19	10 19	Heffner
16 12	7 10	30 21	3 10	24 15	
17 21	22 17	1 5	13 9	23 26	
22 17	19 24	17 14	14 18	3 8	

b. In a practice game between C. Hefter and Ginsberg, the former bit at 1 5 and the Brooklynite scored neatly, as follows:

1 5	22 13	20 24	26 23	3 12	18 14
*13 9	15 18	27 20	22 25	5 1	W. W.
6 13	*14 9	14 17	23 18	6 9	
25 22	5 14	9 5	2 6	1 6	
13 17	*13 9	18 22	*12 8	9 13	

c. A brilliant game.

d. Black holds the advantage from here to the finish and forces White to capitulate.

GAME 182. Denny 10 14 24 20.

Tanner's Move.

10 14	24 19	4 8	23 16	25 22	19 10
24 20	15 24	18 15	14 30	18 15	18 15
11 15	28 19	c1 6	22 18	e2 6	10 6
22 18	7 10	29 25	6 10	15 11	15 8
15 22	b30 26	9 13	3 8	9 14	16 12
25 18	3 8	22 18	30 25	8 3	8 11
6 10	32 28	d5 9	31 26	22 18	6 1
26 22	11 16	25 22	25 30	3 7	14 18
8 11	20 11	12 16	26 23	6 9	1 5
27 24	8 24	19 3	30 25	7 2	9 14
a10 15	28 19	10 19	23 19	10 15	5 9

White wins

- Varies from Game 162, where 3 8 was played to a draw.
- It is immaterial whether 32 28 is played before or after 30 26.
- Jordan varied with 9 13 against Banks in their match at Kansas City, thus:

9 13	22 18	11 15	21 14	7 10	23 18
15 6	2 7	19 16	10 17	16 12	Drawn
1 10	18 9	12 19	26 23	10 14	
29 25	5 14	23 16	17 26	12 8	
8 11	25 22	14 17	31 22	14 17	

- Tanner could have forced an easy draw as follows:

13 17	15 6	9 27	25 21	8 11	19 12
18 9	2 9	31 24	9 14	24 20	11 15
6 13	21 14	*5 9	26 22	12 16	Drawn
- Black might have squeezed a draw by 9 14, 15 6, 2 9, etc., but after this White is strong enough to win.

GAME 183. Denny 10 14 24 20.

Hanson's Move.

10 14	8 11	c2 6	14 21	3 7	17 21
24 20	28 24	31 26	23 5	29 25	19 15
11 15	4 8	d5 9	7 10	22 29	11 16
22 18	17 13	26 23	24 19	30 26	20 2
15 22	9 14	18 22	8 11	21 25	6 9
a26 10	23 19	e19 15	32 28	26 22	13 6
6 15	15 18	11 18	10 14	14 17	1 26
21 17	b25 21	21 17	27 23	22 18	B. W.

- Varies from preceding game and allows Black plenty of scope. Tanner, being a game down, makes a desperate effort to retrieve.
- Very weak, and probably the loss can be checked up to this move. 31 26 is preferable.
- Very powerful, and improves a Jordan-Henderson game where the former played 7 10 and won, but a draw was shown later. See notes to Game 79.
- The sequel to Note *c*.
- All that's left.

W. G. HILL vs. HARRY LIEBERMAN.

GAME 184. Paisley 11 16 22 18.

Hill's Move.

	4 8				
11 16	24 19	31 27	24 15	18 15	6 2
22 18	16 23	6 9	7 10	10 14	24 27
8 11	27 18	25 21	14 7	15 10	2 6
18 14	12 16	a1 6	3 26	7 11	9 13
9 18	28 24	29 25	30 23	10 6	6 9
23 14	8 12	11 16	6 10	11 16	14 18
10 17	26 23	25 22	23 19	27 23	23 14
21 14	16 20	b16 19	c2 7	20 24	d16 23

- Varies from Game 105, where 11 15 was played.
- The correct rejoinder. 6 10 would lose by 30 26, 10 17, 22 6, etc.
- 9 13 was played here in Game 14.
- The play is old and has been threshed out years ago.

GAME 185. Paisley 11 16 22 18.

Lieberman's Move.

11 16	a24 19	6 9	21 14	2 6	19 15
22 18	16 23	25 21	7 10	15 11	27 31
8 11	27 18	1 6	14 7	6 9	32 28
18 14	12 16	29 25	3 10	22 18	31 24
9 18	28 24	11 16	26 22	13 17	28 19
23 14	8 12	24 19	9 13	11 7	9 13
10 17	26 23	b6 10	18 15	17 22	18 9
21 14	16 20	30 26	10 14	7 2	5 14
4 8	31 27	10 17	25 21	22 26	c2 6

- Usually adopted, as it throws the game into well known lines. However, some strong play springs from 26 23.
- The correct move against 24 19. It would lose, however, in reply to 25 22 as played in the preceding game.
- All published play.

GAME 186. Kelso-Cross 10 15 23 18.

Hill's Move.

10 15	22 18	8 11	e22 17	1 17	9 6
23 18	15 22	25 22	g6 9	27 23	11 15
12 16	25 18	6 10	17 13	17 22	19 16
26 23	4 8	30 26	3 8	23 18	15 18
16 19	24 19	11 15	13 6	22 25	6 2
23 16	a9 14	26 23	14 18	18 14	10 14
11 20	18 9	15 24	23 14	8 11	2 6
18 11	5 14	28 19	10 17	14 9	14 17
8 15	29 25	b2 6	21 14	7 10	f6 10
Drawn					

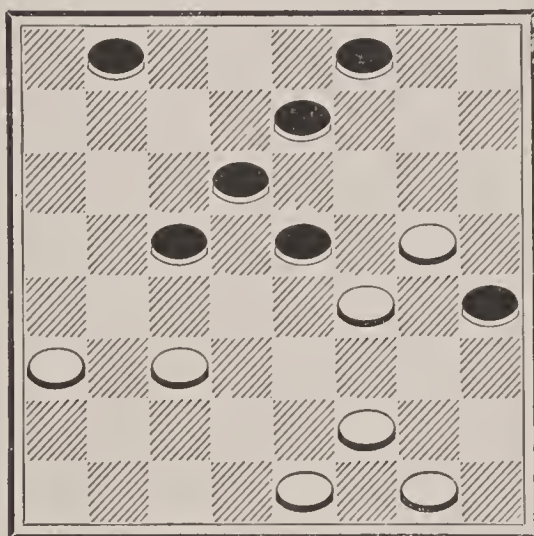
- Banks vs. Jordan played 8 11, thus:

8 11	30 26	3 7	21 14	17 22	27 24
29 25	1 6	28 24	10 17	19 15	20 27
11 15	25 22	9 13	18 15	22 25	31 24
18 11	10 14	18 9	7 10	15 10	Drawn
7 23	26 23	5 14	15 6	25 30	
27 18	6 10	22 18	2 9	23 19	
6 10	32 27	14 17	24 19	9 14	

b. 7 11 as played by Banks vs. Jordan is usually adopted, thus:

7 11	2 11	5 14	8 12	15 18	16 19
19 16	22 18	23 18	21 17	14 10	Drawn
c3 8	1 5	14 23	10 15	11 16	J. A. Bu-
16 7	18 9	27 18	18 14	17 13	chanan
					vs. W. Gardner

c. 2 7, 23 19, 11 15 forms the following interesting position:



White to move.

d32 28	5 9	19 10	7 11	2 7	19 24
15 24	22 17	14 18	16 7	25 30	23 19
28 19	9 13	22 15	3 19	7 11	26 22
1 5	26 22	13 22	6 2	30 26	11 15
31 26	10 15	10 6	22 25	27 23	24 27
					Drawn

d. 16 11 10 15 17 14 19 24 14 7
 7 23 22 17 15 19 11 7 Drawn
 27 11 14 18 21 17 3 10 Jordan vs. Banks

e. Very good and forces the draw.

f. An original game.

g. 10 15, 19 10, 6 15, 17 10, 7 14, 31 26, 15 18, 23 19, 1 6, 19 16, 6 10, 16 12, 10 15, 26 23, 3 7, 12 8, 7 11, 8 3, 11 16, 3 7, 15 19, 7 10, 19 26, 10 17, 18 22, 17 14, 26 30, 14 18, 30 25, 18 15, 22 26, 21 17, 25 22, 17 14. Lieberman beat Ginsberg.

GAME 187. Kelso-Cross 10 15 23 18.

Lieberman's Move.

10 15	8 15	5 14	15 24	15 22	20 27
23 18	22 18	29 25	28 19	26 17	31 24
12 16	15 22	8 11	7 11	10 15	15 18
<i>a</i> 26 23	25 18	25 22	19 16	17 10	21 17
<i>b</i> 16 19	4 8	6 10	2 7	7 14	14 21
23 16	24 19	<i>d</i> 27 23	30 26	16 11	23 14
11 20	9 14	11 15	11 15	1 6	21 25
18 11	18 9	32 27	22 18	27 24	<i>f</i> 24 19
Drawn					

a. Slowly but surely replacing the time-honored 21 17 move.

b. Safest. 8 12 draws, but Black must run the gauntlet of several strong attacks, thus:

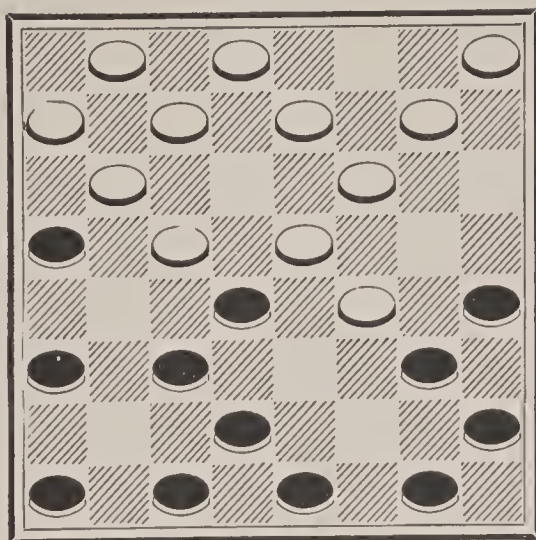
8 12	17 14	11 16	14 7	5 14	31 22
30 26	6 9	25 21	3 19	22 17	16 19
16 20	<i>e</i> 24 19	1 6	32 28	13 22	Drawn
21 17	15 24	19 15	<i>c</i> *9 14	26 1	
9 13	28 19	7 10	18 9	19 26	

c. Lieberman played 2 7 against Ginsberg several years ago, and the latter scored neatly, thus:

2 7	19 24	7 11	11 15	13 22	13 22
21 17	28 19	17 14	19 10	26 17	7 3
4 8	6 10	10 17	8 11	9 13	W. W.
29 25	25 21	21 14	22 17	10 7	

d. Varies from preceding game where 30 26 was played.

- e. 23 19, a natural looking move, loses, and forms the following diagrammed position:



Black to move and win:

13 17 1 17 7 30
22 6 19 10 B. W.

- f. A finely played game.

GAME 188. Dundee 12 16 21 17.

Hill's Move.

12 16	9 14	15 24	8 12	c6 10	16 20
21 17	18 9	28 19	25 21	15 6	23 18
9 13	6 22	8 11	2 6	1 17	24 27
25 21	24 19	17 14	23 18	21 14	31 24
5 9	b16 20	10 17	11 16	7 10	d20 27
a22 18	30 26	21 14	27 23	14 7	Drawn
13 22	11 15	4 8	20 24	3 10	
26 17	26 17	29 25	18 15	32 28	

- a. Varies from Game 31, where 24 20 was played.
- b. 8 12 would form a variation of the Double-Corner opening. See notes to Game 31.
- c. Hill makes a great effort to hold the advantage, but his opponent was equal to the occasion.
- d. A finely contested, original game.

GAME 189. Dundee 12 16 21 17.

Lieberman's Move.

12 16	21 14	10 17	24 19	b8 11	6 2
21 17	6 10	25 21	4 8	19 16	26 30
9 13	29 25	1 6	a27 24	10 15	2 6
25 21	10 17	21 14	20 27	17 13	30 26
16 19	25 21	6 10	31 24	15 18	c14 10
23 16	2 6	22 17	11 15	13 9	Drawn
11 20	21 14	13 22	24 20	18 23	
17 14	6 10	26 17	15 24	9 6	
10 17	30 25	8 11	28 19	23 26	

- a. Varies from Game 52, where 27 23 was played.
- b. 10 15, 19 10, 5 9, 14 5, 7 21, 20 16, 21 25, 5 1, 8 11. Drawn. Barker vs. Jordan.
- c. It is unnecessary to comment on the play, as it has figured more or less in important games of the last decade.

GAME 190. Dyke 11 16 22 17.

Hill's Move.

11 16	25 22	a8 11	29 25	9 14	13 9
22 17	8 11	32 27	11 15	27 23	3 8
16 19	27 23	9 14	25 22	c15 19	9 5
24 15	4 8	18 9	7 11	22 18	8 12
10 19	23 16	6 22	30 26	1 5	5 1
23 16	11 20	26 17	11 16	18 9	14 18
12 19	22 18	b5 9	17 13	5 14	Drawn

- a. Very much better than 9 14 as played in the next game.
- b. It is not imperative to play 5 9 at once, as the following game will illustrate:

11 15	25 22	6 9	14 9	7 11	13 6
29 25	3 7	22 18	5 14	17 13	10 14
1 6	26 23	9 13	18 9	11 15	Drawn
30 26	15 18	27 23	22 25	9 6	
7 10	23 14	13 22	21 17	2 9	

Ferrie vs. Freedman

- c. Best; 16 19, 23 16 and 14 18, a plausible move, loses. See Game 69.

GAME 191. Dyke 11 16 22 17.

Lieberman's Move.

11 16	<i>a</i> 27 23	8 11	26 23	20 27	14 10
22 17	4 8	29 25	3 7	31 24	23 27
16 19	23 16	11 15	23 19	14 18	19 16
24 15	11 20	<i>c</i> 32 27	15 24	22 17	27 31
10 19	22 18	5 9	28 19	18 23	24 20
23 16	<i>b</i> 9 14	25 22	7 11	17 14	31 27
12 19	18 9	7 10	17 13	10 17	<i>d</i> 10 7
25 22	6 22	30 26	11 15	21 14	Drawn
8 11	26 17	9 14	27 24	15 18	

a. 30 25 is also a good defense.

b. 8 11 is very good. If White replies 17 14, then 11 15, Black wins. See Game 117.

c. 25 22 30 26 26 17 27 23 23 18
7 11 2 6 3 7 1 6 9 13
17 14 22 18 32 27 31 26 26 22
11 16 15 22 6 10 6 9 W. W.

Ginsberg vs. Bradford

d. Published play throughout. It is quite evident from the nature of the games that both players are hugging the straight and narrow path.

GAME 192. Edinburgh 9 13 22 17.

Hill's Move.

A repetition of Game 128.

GAME 193. Edinburgh 9 13 22 17.

Lieberman's Move.

9 13	29 25	2 18	17 14	19 28	25 22
22 17	14 17	24 20	3 7	2 7	21 25
13 22	28 24	<i>f</i> 10 15	9 5	10 14	22 18
25 18	<i>a</i> 10 14	19 10	26 31	7 16	25 30
11 15	<i>b</i> 23 19	6 15	14 9	23 27	19 23
18 11	7 10	27 24	7 11	32 23	28 32
8 15	<i>c</i> 20 16	18 23	9 6	31 27	23 19
21 17	15 18	13 9	1 10	23 19	27 23
5 9	26 22	14 17	5 1	15 24	B. W.
17 13	17 26	25 21	12 16	16 19	
4 8	31 15	17 22	1 6	14 17	
24 20	8 11	21 17	16 19	30 25	
9 14	<i>e</i> 16 7	22 26	6 2	17 21	

a. Lieberman could have brought the play into familiar territory, thus:

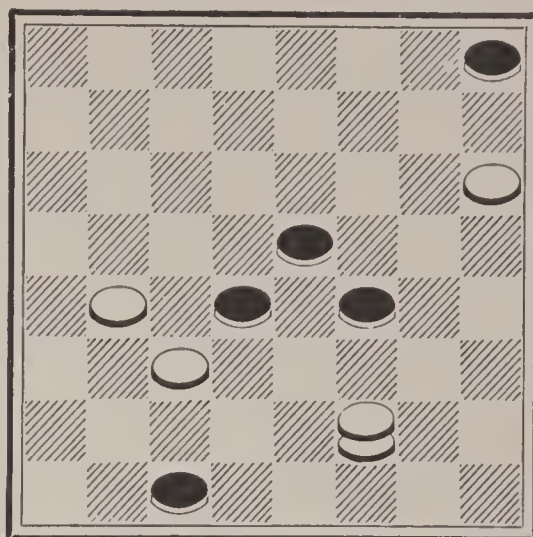
1 5	23 18	15 24	20 11	16 32	11 8
32 28	10 14	28 19	7 16	15 11	32 27
5 9	27 23	3 7	18 15	12 16	Drawn
25 22	7 10	31 27	14 18	5 1	Heffner
8 11	24 19	11 16	23 5	16 19	

b. Hill, probably on strange ground, makes an effort to complicate matters; 32 28 leads to interesting play.

c. After this Black gets an equal game with possibilities galore. Play on 32 28 was published in the Inter-Ocean by the late C. E. Welen. The following is preferable for White:

32 28	25 22	24 15	13 6	21 14	11 7
8 11	15 18	10 19	2 9	13 17	16 19
25 21	22 15	27 23	28 24	19 16	Drawn
1 5	11 18	18 27	9 13	8 12	Hawkins
<i>d</i> 30 25	19 16	31 15	24 19	16 11	
3 8	12 19	6 9	14 18	12 16	

Forms position on diagram.



Black to play and win:

29 25 25 30 30 26 15 19 19 23 23 27
 16 12 6 9 11 8 8 4 4 8 9 6
 B. W.

a. Varies from next game, where 10 14 was played.

b. 29 25 also has its merits.

c. 30 26 is best, as the following play shows:

30 26 14 17 26 22 20 24 18 14 7 10
 11 15 21 14 21 30 22 18 15 19 14 7
d 19 16 10 17 31 26 6 10 9 5 2 20
 12 19 29 25 30 23 13 9 3 8 Drawn
 23 16 17 21 27 11 10 15 11 4

Jordan vs. Barker

d. 32 28 31 22 18 11 15 10 23 19 10 7
 15 24 6 10 7 16 19 24 27 23 18 23
 28 19 22 18 13 9 27 23 19 16 7 3
 14 17 3 8 10 14 24 27 23 18 Drawn
 21 14 29 25 19 15 22 18 16 11
 10 17 8 11 16 19 27 31 14 17
 26 22 25 22 23 16 18 15 9 5
 17 26 11 15 12 19 31 27 17 22

Jordan vs. Stewart

e. 25 22 is a very narrow draw. See notes to Game 148.

f. In Game 148, 2 7 was played to a draw.

g. Loses; the proper continuation would be 25 22, 10 15, 27 23, 6 10, 16 11, 19 24, 22 18. Drawn.

GAME 195. Second Double Corner 11 15 24 19.

Reynolds, Move.

11 15	19 12	<i>h</i> 14 18	2 6	20 24	21 14
24 19	7 11	23 14	28 24	2 7	27 9
15 24	24 19	19 24	23 18	11 16	11 16
28 19	11 16	28 19	24 27	7 11	20 24
8 11	18 15	16 32	6 10	16 20	25 21
22 18	9 13	14 9	11 16	10 14	<i>f</i> 24 27
11 16	15 6	20 24	30 25	24 28	<i>g</i> 16 11
25 22	1 10	9 6	27 23	22 18	27 31
10 14	22 18	24 27	18 14	13 17	11 7
<i>a</i> 27 24	2 7	25 22	4 8	18 15	31 26
<i>b</i> 6 10	18 9	27 31	14 9	28 32	7 2
<i>c</i> 32 28	5 14	6 2	8 11	15 10	9 5
16 20	19 15	7 11	9 6	23 18	2 6
31 27	10 19	26 23	16 20	14 23	5 1
<i>d</i> 12 16	<i>e</i> 29 25	32 28	6 2	31 27	B. W.

a. The most popular move, although 22 17 is very safe for a draw.

b. 7 10 is good, too, thus:

7 10	32 28	9 18	22 15	6 10	30 26
29 25	3 7	26 23	2 18	15 6	5 9
16 20	18 15	7 11	19 16	1 10	17 13
31 27	14 18	23 7	12 19	21 17	18 23
4 8	23 14	11 18	24 15	8 11	26 19

Drawn

c. Rather unusual; 29 25 is generally played first, as follows:

29 25	1 6	18 9	12 16	15 11	2 7
16 20	19 15	5 14	28 24	7 16	3 17
31 27	10 19	22 18	16 19	18 15	13 31
4 8	24 15	6 9	24 15	3 7	Drawn
32 28	9 13	15 10	8 12	10 3	

d. A very ingenious innovation that puts White immediately on the defense.

e. Banks seems to have missed the proper continuation. The play runs thus:

26 22	7 10	18 9	10 15	2 6	
17 26	22 18	19 26	6 2	15 18	
31 22	16 19	9 6	26 30	6 10	Drawn

- f.* 32 27, 16 19, 9 14, 19 28, 14 7. Black wins by second position.
- g.* 16 19 is much better, as Black must play very carefully to win.
- h.* Reynolds misses an easy win, thus: 7 10, 25 22, 10 15, 21 17, 14 21, 23 18, 20 24. B. wins.

GAME 196. Double Corner 9 14 22 18.

Banks' Move.

9 14	4 8	3 8	10 19	<i>b</i> 16 20	24 27
22 18	25 22	27 24	24 15	23 16	26 23
5 9	8 11	16 20	6 10	12 19	19 26
24 19	22 18	32 28	15 6	17 10	30 23
11 15	11 16	20 27	1 10	20 24	27 31
18 11	<i>a</i> 29 25	31 24	18 15	21 17	<i>c</i> 23 18
8 24	7 11	11 16	10 19	9 13	Drawn
28 19	25 22	19 15	22 17	17 14	

a. Banks played 26 22 against Wendemuth and won.

b. P. P. also gives the following:

8 11	10 7	2 11	23 14	11 16	
17 10	11 15	25 22	16 20	9 6	
9 14	30 25	14 18	14 9	15 18	Drawn

c. The game is a repeat of published play.

GAME 197. Double Corner 9 14 22 18.

Reynolds' Move.

9 14	28 19	7 11	26 19	15 24	18 15
22 18	4 8	<i>b</i> 18 15	3 7	28 19	19 23
5 9	25 22	11 18	25 22	10 15	15 11
24 19	<i>a</i> 8 11	21 17	7 11	19 10	12 16
11 15	22 18	14 21	27 23	6 15	11 8
18 11	11 16	23 5	<i>c</i> 11 15	23 18	16 20
8 24	29 25	16 23	32 28	15 19	<i>d</i> 8 3
					Drawn

a. 7 11 is also sound, but not to be recommended. See Game 169.

b. Varies from Game 147, where 25 22 was played to a draw.

c. A stronger continuation would be:

6	9	22	18	16	20	31	24	13	17	24	20
32	28	9	13	18	15	21	25	21	7	Drawn	
11	16	28	24	20	27	30	21	2	27		

d. All published play.

GAME 198. Dundee 12 16 24 20.

Banks' Move.

12	16	18	9	10	15	29	22	2	7	26	23
24	20	5	14	31	27	6	9	b19	16	11	15
8	12	23	19	1	6	27	23	12	19	19	3
28	24	16	23	23	19	7	10	23	16	12	26
9	14	27	9	15	18	32	28	8	12	3	12
a22	18	6	13	25	22	10	14	24	19	26	30
3	8	26	23	18	25	30	26	4	8	c12	16

- a. The Boston attack, the most popular attack against the Dundee.
- b. Varies from Game 94, where 22 18 was played to a draw.
- c. All published play.

GAME 199. Dundee 12 16 24 20.

Reynolds' Move.

12	16	23	19	12	16	13	9	15	18	9	14
24	20	16	23	32	28	11	15	5	9	2	7
8	12	27	9	6	10	20	11	d18	23	14	9
28	24	6	13	23	18	7	16	27	18	27	32
9	14	26	23	13	17	9	5	20	27	9	6
22	18	a10	15	22	13	16	20	e28	24	10	15
3	8	31	27	15	22	5	1	4	8	18	14
18	9	1	6	21	17	12	16	24	20	32	27
5	14	25	22	8	12	1	5	8	11	6	10
											W. W.

a. 11 15 is weak, thus:

11	15	8	15	10	14	13	17	22	26	27	18
25	22	32	28	24	19	20	16	6	1	13	9
1	6	7	11	15	24	11	20	26	31	4	8
23	18	31	26	28	19	18	15	1	6	30	25
b6	9	c2	6	6	10	17	22	31	27	18	22
18	11	26	23	22	18	15	6	6	13	Drawn	

- b. 12 16, 20 11, 7 16, 18 11, 8 15, 24 20, 16 19, 30 25.
White wins. McKelvie vs. Ferrie.
- c. 4 8 2 6 10 14 15 22 6 10 13 17
26 23 30 25 22 18 25 18 29 25 23 19
Nelson vs. Banks. W. W.
- d. The loser.
- e. The key to the situation, which Banks immediately took advantage of.

J. B. HANSON vs. L. GINSBERG.

GAME 200. Kelso 10 15 24 20.

Hanson's Move.						
10 15	10 19	19 26	10 14	16 20	14 18	
24 20	b21 17	30 7	25 21	31 27	23 7	
1-15 19	11 15	3 10	1 6	4 8	5 14	
23 16	32 27	20 16	22 17	29 25	7 3	
12 19	6 10	c8 11	6 10	8 12	14 18	
a27 24	17 14	16 7	17 13	13 9	3 8	
7 10	9 18	2 11	11 16	12 16	18 25	
24 15	26 23	27 23	28 24	25 22	d8 11	
						Drawn

- a. The stronger move at this stage. C. F. Barker preferred 22 18.
- b. Best; if 32 27, then 9 14 and Black gets a powerful formation.
- c. 8 12 also draws, thus: 27 24, 12 19, 22 18, 15 22, 24 6, 1 10, 25 18.
- d. A good original game.

Var. 1.

15 18	9 18	9 18	18 25	8 15	8 11
22 15	e26 23	30 26	29 22	27 23	23 18
11 18	6 9	1 6	12 16	4 8	6 9
23 14	23 14	25 22	20 11	28 24	26 23
					Drawn

- e. 21 17 also admits of some fine combination play, but the text move is safer. There is an unlimited field to work on and dozens of variations are possible.

GAME 201. Kelso 10 15 24 20.

Ginsberg's Move.

10 15	24 15	9 18	27 24	10 14	31 22
24 20	10 19	26 23	12 19	18 9	4 8
15 19	21 17	19 26	22 18	5 14	28 24
23 16	11 15	30 7	15 22	29 25	8 11
12 19	32 27	3 10	24 6	14 17	24 19
<i>c</i> 27 24	6 10	20 16	1 10	25 22	2 6
7 10	17 14	<i>b</i> 8 12	25 18	17 26	<i>c</i> 22 17
Drawn					

- Hanson also adopts the safe formation. Var. 1 shows play on 22 18.
- Varies from the preceding game, where 8 11 was played.
- Nothing new; the play is well known to all grades of players.

Var. 1 (22 18 line).

6 10	8 15	<i>e</i> 2 7	11 18	19 23	28 32
25 22	32 27	<i>f</i> 22 17	<i>g</i> 20 16	28 24	27 24
10 14	4 8	15 18	8 11	23 27	32 27
29 25	21 17	24 15	16 7	24 20	24 20
14 23	<i>d</i> 1 6	10 19	3 10	27 32	27 23
27 18	17 13	26 22	<i>h</i> 25 22	20 16	16 12
11 15	7 10	7 11	18 25	32 28	23 19
18 11	27 24	22 15	30 21	31 27	<i>i</i> 12 8
Drawn					

- Leaves the modern play and is much better.
- An odd but ingenious formation and gives Black a splendid game.
- If 25 21, then 10 14 is powerful.
- Looks like the only move to draw.
- White has several lines of play but Black gets a fine ending against anything.
- Analysis may show a Black win in this ending.

GAME 202. Bristol Cross 11 16 23 18.

Hanson's Move.

11 16	27 23	3 7	30 26	4 11	26 22
23 18	9 13	32 27	7 11	25 22	9 13
a16 20	22 17	c7 11	26 22	11 16	18 9
24 19	13 22	26 22	11 18	22 18	5 14
10 14	25 9	11 18	22 15	6 9	28 24
1-b18 15	5 14	22 15	8 11	31 26	W. W.
7 10	29 25	d2 7	15 8	1 5	

- a. The safest defense. Both 8 11 and 10 14 are slightly in favor of White.
- b. A very strong line and must be met properly by Black. Var. 1 shows another good line.
- c. Best.
- d. Looks like the loser; 8 11 appears to draw, thus: 8 11, 15 8, 4 11, 25 22, 11 16, 31 26, 2 7, 22 18, 14 17, 21 14, 10 17, 19 15, 7 10, 15 11, 10 15, 18 14, 1 5, 11 7, 15 18, and Black appears to escape with a narrow draw.

Var. 1.

26 23	26 22	18 9	18 15	27 18	27 24
8 11	9 13	6 13	11 18	1 5	Drawn
22 17	18 9	25 18	23 7	32 27	
7 10	5 14	4 8	3 10	2 7	
30 26	22 18	29 25	25 22	18 15	
11 16	13 22	8 11	16 23	10 19	

GAME 203. Bristol Cross 11 16 23 18.

Ginsberg's Move.

11 16	22 17	5 14	29 25	16 23	26 23
23 18	7 10	c22 18	8 11	27 18	7 11
16 20	30 26	13 22	18 15	1 5	28 24
24 19	b11 16	18 9	11 18	31 26	10 14
10 14	26 22	6 13	23 7	5 9	24 19
1-a26 23	9 13	25 18	3 10	32 27	11 16
8 11	18 9	4 8	25 22	2 7	18 15

Drawn

- a. Varies from preceding game, where 18 15 was played. Variation 1 shows another good White line.

- b. The amateur must note this position carefully. With the piece off the square 30, then 11 16 is the correct move, but if White goes 28 24 instead of 30 26, 11 16 is bad, and 4 8 is best.
- c. The play is forced on both sides, and neither can leave the beaten path without danger.
- d. 32 27 is slightly stronger, but only draws.

Var. 1.

18 15	13 22	31 27	7 11	17 13	2 9
7 10	25 9	e1 5	22 17	10 15	21 14
27 23	5 14	25 22	11 27	19 10	9 27
9 13	29 25	20 24	32 23	14 17	Drawn
22 17	3 7	27 20	6 9	13 6	

- e. If 7 11, then 21 17, 14 21, 26 22, 11 18, 23 7, 2 11, 19 16, 12 19, 27 24. White wins.

GAME 204. Paisley 12 16 24 19.

Hanson's Move.

12 16	16 23	1 6	3 19	9 13	27 23
24 19	27 18	30 26	27 23	8 3	8 11
8 12	12 16	11 16	d20 24	31 27	23 14
22 18	28 24	b32 28	23 16	21 17	28 24
4 8	16 20	c16 19	24 27	e5 9	2 6
1-a18 14	31 27	23 16	26 22	29 25	11 7
10 17	8 12	12 19	27 31	27 31	W. W.
21 14	26 23	24 15	16 12	25 21	
9 18	6 9	7 10	6 10	31 27	
23 14	25 21	14 7	12 8	3 8	

- a. A well known and strong formation.
- b. A great favorite with A. Jordan, and very strong.
- c. Looks like a loser.
- d. 19 24 is best and may draw.
- e. 27 23, 18 14, 10 15 gives Black a chance for a narrow draw. The text move loses easily.
- f. 2 6 draws.

Var. 1.

25 22	22 26	29 25	<i>f</i> 2 7	17 13	24 27
10 14	31 22	7 10	23 18	16 20	7 3
22 17	7 10	28 24	14 23	21 17	27 31
9 13	22 18	16 20	27 18	20 24	14 9
18 9	10 14	22 18	20 27	18 14	31 27
13 22	18 9	1 5	32 23	10 15	3 7
26 17	5 14	18 9	11 16	19 10	
6 22	25 22	5 14	22 17	11 15	
30 25	3 7	25 22	7 11	10 7	

Banks beat Henderson

HUGH HENDERSON vs. T. J. O'GRADY.

GAME 205. Dundee 12 16 22 17.

Henderson's Move.

12 16	25 22	11 15	<i>b</i> 27 23	15 22	28 19
22 17	8 11	29 25	9 14	26 17	14 18
<i>a</i> 16 19	22 18	4 8	17 13	11 15	19 16
24 15	9 14	25 22	8 11	32 27	12 19
10 19	18 9	5 9	13 9	8 12	27 23
23 16	6 22	30 26	3 8	23 19	18 27
11 20	26 17	7 10	22 18	15 24	<i>c</i> 31 6

Drawn

- 8 12 is more popular, yet the text admits of some neat mid-game play.
- 17 13 appears stronger, but the text move is very good.
- A good original game. The greater part of the play seems forced after note *b* and admits of very little variety.

GAME 206. Dundee 12 16 22 17.

O'Grady's Move.

12 16	<i>a</i> 24 19	16 20	21 14	10 14	19 15
22 17	16 23	25 21	7 10	15 11	26 31
8 12	27 18	1 6	14 7	6 9	32 28
17 14	12 16	29 25	<i>c</i> 3 10	22 18	31 24
9 18	28 24	11 16	26 22	13 17	28 19
23 14	8 12	<i>b</i> 24 19	9 13	11 7	9 13
10 17	26 23	6 10	25 21	17 22	18 9
21 14	6 9	30 26	2 6	7 2	<i>d</i> 5 14
4 8	31 27	10 17	18 15	22 26	Drawn

a. 26 23 is also good.

b. 30 26 is often played and leads to an easy draw.

c. This position occurs from various openings and should be known by all grades of players.

d. A well known book game.

GAME 207. Paisley 12 16 24 19.

Henderson's Move.

12 16	21 14	8 12	21 14	10 14	19 15
24 19	16 23	26 23	7 10	15 11	26 31
8 12	27 18	1 6	14 7	6 9	32 28
22 18	12 16	29 25	3 10	22 18	31 24
<i>a</i> 4 8	28 24	11 16	26 22	13 17	28 19
1-18 14	16 20	<i>b</i> 24 19	9 13	11 7	9 13
9 18	31 27	6 10	25 21	17 22	18 9
23 14	6 9	30 26	2 6	7 2	<i>c</i> 5 14
10 17	25 21	10 17	18 15	22 26	Drawn

a. Probably stronger than 10 14, as played by A. Jordan.

b. The play is all book and admits of little scope.

c. All book and nothing new to the end.

Var. 1.

25 22	5 14	28 19	2 6	27 24	7 11
16 20	29 25	14 17	21 14	20 27	14 7
22 17	8 11	21 14	<i>e</i> 1 5	31 24	3 10
11 16	25 22	10 17	22 17	16 20	18 14
17 13	11 15	13 9	13 22	23 18	11 15
9 14	<i>d</i> 30 25	6 13	26 17	20 27	14 7
18 9	15 24	25 21	6 10	32 23	15 24

Drawn

- d. A similar game was played by C. Hefter several years ago.
- e. 7 10 is also good.

GAME 208. Paisley 12 16 24 19.

O'Grady's Move.

A repetition of preceding game.

GAME 209. Edinburgh 9 13 23 18.

Henderson's Move.

9 13	30 26	7 10	24 15	7 10	17 14
23 18	8 11	32 28	2 7	d25 21	13 17
5 9	1-28 24	4 8	b16 12	10 19	14 10
a26 23	16 20	19 16	14 18	22 15	8 11
11 16	18 15	12 19	c26 22	13 22	10 1
24 19	11 18	23 16	1 5	e21 17	11 18
10 14	22 15	10 19	21 17	9 13	f27 24
					Drawn

- a. Play on the 18 15 break is given in the Jordan-Banks match games book.
- b. Varies from next game where the 7 11 cut was taken.
- c. Deviation from regular play and appears very good.
- d. A new coup and draws handily.
- e. Mr. O'Grady shows his cross-board ability all through this game.
- f. A good original game.

Var. 1.

22 17	4 8	28 24	14 23	19 15	2 9
13 22	29 25	16 20	27 18	20 24	14 5
26 10	7 10	g22 18	20 27	23 18	24 27
6 22	14 7	1 5	32 23	12 16	31 24
25 18	3 10	18 9	11 16	15 10	20 27
9 13	25 22	5 14	18 14	16 20	5 1
18 14	10 14	23 18	16 20	10 6	27 31
					Drawn

- g. 31 26 is bad, if not an absolute loss.

GAME 210. Edinburgh 9 13 23 18.

O'Grady's Move.

9 13	30 26	7 10	24 15	20 27	22 13
23 18	8 11	32 28	b7 11	31 15	6 9
5 9	1-a28 24	2 7	16 7	14 18	13 6
26 23	16 20	19 16	3 19	29 25	1 28
11 16	18 15	12 19	25 22	9 14	26 22
24 19	11 18	23 16	4 8	28 24	18 23
10 14	22 15	10 19	27 24	13 17	c22 18
Drawn					

- a. An old formation of this opening.
- b. All book, and there is little chance to leave the beaten path.
- c. Nothing of special importance has been developed.

Var. 1.

22 17	d18 14	23 16	27 24	24 19	14 5
13 22	4 8	12 19	6 22	25 30	7 14
26 10	29 25	25 22	24 8	19 15	5 1
6 22	11 15	8 11	3 12	1 5	14 18
25 18	19 10	22 18	28 24	15 10	1 6
9 13	16 19	2 6	22 25	5 9	18 22
Drawn					

- d. A regular Glasgow with colors reversed. White gets a different formation by holding the man on 18, but it only draws.

GAME 211. Kelso Cross 10 15 23 18.

Henderson's Move.

10 15	9 13	12 19	7 16	5 9	8 12
23 18	24 20	32 27	18 11	13 6	22 18
12 16	6 9	3 8	9 27	1 19	19 23
1-a21 17	27 23	27 23	31 15	11 7	26 19
16 19	8 12	11 16	13 17	2 11	16 23
17 14	23 16	20 11	22 13	25 22	b18 14
Drawn					

- a. The old formation which has been well threshed out. 26 23, as given in Var. 1, has more winning possibilities.
- b. All book, with no special features.

Var. 1.

26 23	15 22	18 9	15 24	16 11	15 19
16 19	25 18	5 14	28 19	7 23	21 17
23 16	4 8	25 22	7 11	27 11	19 24
11 20	24 19	8 11	<i>c</i> 19 16	10 15	11 7
18 11	6 10	30 26	2 7	22 17	3 10
8 15	29 25	11 15	23 19	14 18	14 7
22 18	9 14	26 23	<i>d</i> 11 15	17 14	18 23

Drawn

Jordan vs. Banks (match game)

- c.* 22 18 was played in a Banks-Henderson match game.
- d.* Appears to be the only move to draw.

GAME 212. Kelso Cross 10 15 23 18.

O'Grady's Move.

10 15	6 10	10 19	10 17	3 10	18 14
23 18	24 19	23 16	23 19	<i>h</i> 12 8	12 16
12 16	4 8	6 10	17 22	10 15	14 10
<i>a</i> 26 23	29 25	26 23	16 12	8 3	16 23
16 19	<i>b</i> 8 11	1 5	22 25	16 19	10 3
23 16	<i>c</i> 27 23	32 27	19 15	11 7	26 22
11 20	<i>d</i> 2 6	9 14	11 16	30 25	3 7
18 11	25 22	18 9	18 14	3 8	28 24
8 15	9 13	5 14	25 30	25 22	7 10
22 18	30 26	<i>g</i> 22 18	<i>g</i> 15 11	8 12	23 19
15 22	<i>e</i> 5 9	14 17	7 10	22 18	13 17
25 18	<i>f</i> 19 15	21 14	14 7	<i>i</i> 31 26	<i>j</i> 22 13
					W. W.

- a.* Considered White's strongest attack.
- b.* 914 was played by Jordan vs. Banks with a drawn result.
- c.* Seems very strong.
- d.* 9 14 looks strong and should draw.
- e.* If 6 9, White gets a fine game by 19 15.
- f.* The key to the White game, and is a gem.
- g.* There seems to be a forced win from this stage.
- h.* 11 7 also appears to win.
- i.* Wins handsomely.
- j.* A beautiful game and worthy of the winner.

HARRY LIEBERMAN vs. ALFRED JORDAN.

GAME 213. Double Corner 9 14 23 19.

Lieberman's Move.

9 14	3 7	4 8	15 24	7 11	5 14
23 19	25 22	25 22	28 19	23 19	30 21
5 9	11 15	16 20	11 16	20 24	8 11
a22 17	29 25	23 18	17 14	14 10	26 22
11 16	d1 5	14 23	10 17	9 14	11 16
b26 23	22 17	27 18	21 14	18 9	22 17
1-c7 11	8 11	20 27	16 20	11 25	16 23
17 13	31 26	32 23	19 15	10 1	e17 10

Drawn

- If 27 23, Black gets a fine game by 11 15.
- Jordan is now playing for a regular Whilter opening.
- 16 20 would invite further complications, but does not appear as good as the text.
- Now into a regular Whilter.
- All book.

Var. 1.

16 20	4 11	6 13	1 5	15 24	10 17
30 26	23 19	29 25	18 9	28 19	19 15
8 11	9 13	10 14	5 14	3 7	17 22
19 16	27 23	25 22	26 22	22 18	15 10
12 19	13 22	7 10	11 15	14 17	7 14
24 8	25 9	22 18	32 27	21 14	Drawn

GAME 214. Double Corner 9 14 23 19.

Jordan's Move.

9 14	25 22	27 32	16 11	32 27	8 12
23 19	11 15	22 18	25 22	24 19	16 20
11 15	a27 24	13 17	19 15	27 24	12 16
22 17	4 8	30 26	22 18	19 15	24 28
5 9	23 18	17 21	15 10	9 14	15 18
26 23	8 11	b26 22	12 16	11 8	20 24
1-9 13	21 17	21 25	8 4	3 12	16 19
24 20	1 5	c10 6	16 20	4 8	24 27
15 24	32 28	2 9	10 6	24 19	18 23
28 19	10 14	18 14	18 14	15 10	27 31
13 22	17 10	9 18	6 2	14 7	19 15
25 9	7 23	22 8	14 9	2 11	5 9
6 13	19 10	25 30	28 24	19 24	23 18
29 25	23 27	20 16	20 27	11 15	31 26
8 11	24 19	30 25	31 24	12 16	15 19

B. W.

- a.* 32 28 is preferable, although the text move is perfectly sound.
- b.* 26 23 is regular. The text move appears very weak, yet a draw may be shown.
- c.* 22 17 is better, but Black gets a powerful ending and should win.

Var. 1.

8 11	9 25	11 16	12 19	4 8	2 9
17 13	29 22	<i>d</i> 30 26	23 16	<i>e</i> 19 15	26 3
1 5	3 8	16 20	8 12	12 19	8 12
25 22	22 17	32 27	24 19	13 9	30 26
14 18	5 9	9 14	15 24	6 22	19 24
23 14	27 23	19 16	28 19	15 6	26 23

Drawn

R. D. Banks vs. C. Hefter

- d.* Mr. Hefter plays a fine combination.
- e.* The sequel to note *d* and winds the game up in fine style.

GAME 215. Dundee 12 16 23 18.

Lieberman's Move.

12 16	22 17	15 24	26 22	5 14	27 9
23 18	9 14	28 19	3 8	29 25	10 14
16 20	18 9	8 11	17 13	11 15	22 17
26 23	5 14	22 18	8 11	25 22	14 18
8 12	25 22	11 15	22 18	15 24	9 5
24 19	11 15	18 11	1 5	23 19	<i>b</i> 18 23
4 8	<i>a</i> 30 26	7 16	18 9	16 23	Drawn

- a.* This position may be arrived at from a dozen different order of moves. 30 25 was played in Game 156, and resulted in a Black win.
- b.* Book play throughout.

GAME 216. Kelso Cross 12 16 23 18.

Jordan's Move.

12 16	8 15	4 8	15 24	15 22	20 27
23 18	1-22 18	25 22	28 19	26 17	31 24
10 15	15 22	8 11	7 11	10 15	15 18
<i>a</i> 26 23	25 18	24 19	19 16	17 10	21 17
16 19	<i>b</i> 9 14	6 10	2 7	7 14	14 21
23 16	18 9	<i>c</i> 27 23	30 26	16 11	23 14
11 20	5 14	<i>d</i> 11 15	11 15	1 6	21 25
18 11	29 25	32 27	22 18	27 24	<i>e</i> 24 19
Drawn					

- a.* Best and forces Black to play with extreme care.
b. Jordan did not care for complications and picks the safest move.
c. Same as Game 187, Lieberman vs. Hill.
d. The natural move.
e. A good even game.

Var. 1.

<i>f</i> 24 19	<i>g</i> 6 10	13 6	20 24	28 19	16 20
15 24	22 17	1 10	16 12	16 23	17 13
28 19	8 11	23 18	10 15	29 25	23 27
9 14	19 16	14 23	18 14	7 11	31 24
30 26	<i>h</i> 5 9	27 18	15 18	21 17	20 27
4 8	17 13	15 22	32 28	11 16	10 6
26 23	10 15	25 18	11 16	14 10	Drawn
<i>f.</i>	Not considered as strong as 22 18.				
<i>g.</i>	A world of play arises here, and the best move is hard to determine.				
<i>h.</i>	Seems strongest and forces White to play carefully.				

GAME 217. Denny 10 14 24 20.

Lieberman's Move.

10 14	9 18	4 8	<i>e</i> 9 13	12 19	19 24
24 20	25 22	32 27	31 26	23 16	22 18
1- <i>a</i> 14 18	18 25	8 11	1 6	10 14	24 27
23 14	29 22	27 23	18 14	9 6	18 14
9 18	8 11	7 10	10 17	15 19	27 31
22 15	27 23	22 18	21 14	16 11	26 23
11 18	11 15	5 9	6 10	7 16	17 21
<i>b</i> 26 23	<i>c</i> 23 19	30 26	14 9	20 11	14 9
6 9	15 24	<i>d</i> 2 7	11 15	14 17	21 25
23 14	28 19	26 22	19 16	6 1	<i>f</i> 1 6
Drawn					

- a. Varies from the beaten path, and was taken to get originality.
- b. Jordan avoids complications and cuts out for a straight draw.
- c. Does not look best, yet appears sound.
- d. Black has several good moves, but all appear to admit of a draw.
- e. Lieberman played hard for a win, but Jordan just escaped with the piece on 22.
- f. A fine game.

Var. 1.

11 15	6 10	15 24	5 14	5 14	10 26
22 18	23 19	28 19	25 22	30 26	31 22
15 22	8 11	4 8	8 11	3 7	11 16
26 10	27 23	22 18	22 18	26 22	20 11
7 14	11 15	9 13	1 5	14 17	7 16
25 22	29 25	18 9	18 9	21 14	19 15
Drawn					

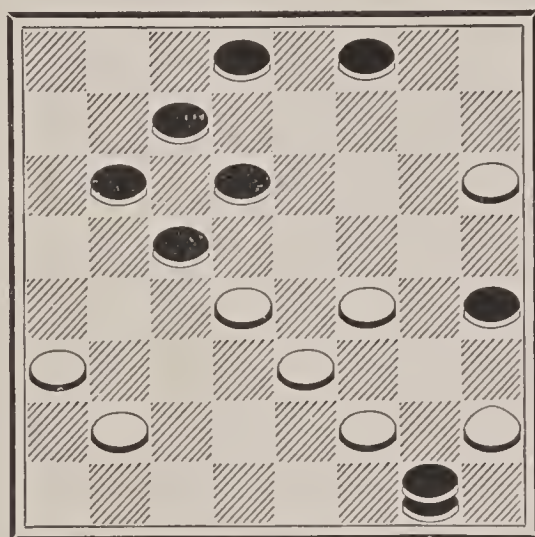
GAME 218. Denny 10 14 24 20.

Jordan's Move.

10 14	32 28	13 22	<i>h</i> 19 16	32 23	15 18
24 20	9 13	25 18	9 13	4 8	2 9
11 15	<i>c</i> 30 25	27 32	18 9	23 18	18 27
<i>a</i> 28 24	5 9	24 19	10 15	8 11	13 17
6 10	27 23	8 11	16 11	15 19	21 14
23 19	<i>d</i> 12 16	29 25	6 10	14 10	9 18
8 11	19 12	11 16	11 8	19 23	28 24
22 17	15 18	20 11	<i>f</i> 10 14	10 6	18 23
4 8	22 15	7 16	8 4	18 14	27 18
<i>b</i> 25 22	11 27	<i>e</i> 31 27	14 18	11 15	<i>g</i> 20 27
1 6	26 23	16 20	23 14	14 5	Drawn

- a. Lieberman, being a game down, mixing things and succeeds in getting a fine position.
- b. A tricky move, and develops a magnificent mid-game combination.
- c. The awkward move that saves the White game.
- d. Forced.
- e. Best; 25 22 would lose by 32 27, 31 24, 16 20.

- f. Jordan plays for a sure draw and takes no chances. 15 19 would also draw, and by playing for a long end game might eventually win.
- g. A magnificent game.
- h. The position is worthy of a diagram owing to the peculiar situation of the men. Black has a king and almost a solid king row.



White to play and draw.

Mr. Lieberman played 19 16. The natural move, 25 22, loses by 20 24, 27 20, 32 27.

Continue play in text: 9 13, 18 9, 10 15, 16 11, 6 10, 11 8, then Jordan played 10 14; instead go 15 19, 23 16, 32 23, 8 4, 10 15, 4 8, 15 18, 9 5, 23 19, 5 1 or 8 11, and Black, though a man down, has the best ending.

This game was one of the finest played in the tourney, and had any brilliancy prizes been given, Mr. Lieberman would have probably headed the list with this game.

MAJOR TOURNEY.

Semi-Final Round.

ALFRED JORDAN vs. NEWELL W. BANKS.

GAME 219. Bristol 11 16 24 20.

Jordan's Move.

11 16	22 17	15 24	<i>c</i> 17 14	8 12	6 15
24 20	6 10	26 23	10 17	9 6	24 31
16 19	17 13	24 28	21 14	1 10	30 25
23 16	8 11	23 18	18 22	5 1	22 29
12 19	29 25	14 23	9 5	14 18	15 22
22 18	4 8	27 18	7 10	1 6	29 25
9 14	25 22	10 15	14 7	11 15	22 29
18 9	2 6	18 14	3 10	6 9	31 26
5 14	22 17	15 18	13 9	15 19	29 25
25 22	<i>b</i> 19 24	14 9	10 14	9 6	<i>d</i> 26 23
1- <i>a</i> 10 15	28 19	6 10	31 27	19 24	Drawn

- a.* A good, safe move. Opinion differs as to which is the strongest line.
- b.* 8 12 is preferable, although the text move is sound.
- c.* 9 6 is also good, but the text move appears stronger.
- d.* White has a powerful end game, but can only draw.

Var. 1.

<i>e</i> 8 11	12 19	12 19	1 5	2 7	28 32
<i>f</i> 27 23	27 23	27 23	18 9	23 18	12 8
4 8	3 8	11 16	6 13	14 23	7 11
23 16	23 16	20 11	29 25	28 24	8 3
8 12	8 12	7 16	10 14	19 28	11 16
31 27	32 27	22 18	25 22	26 12	<i>g</i> 3 7

- e.* An old line, and is very sound.
- f.* A great favorite with the late C. F. Barker.
- g.* All book.

GAME 220. Bristol 11 16 24 20.

Banks' Move.

11 16	10 15	<i>a</i> 8 12	19 26	6 10	25 20
24 20	22 17	<i>b</i> 27 24	30 23	31 27	8 3
16 19	6 10	14 18	16 19	10 17	7 10
23 16	17 13	17 14	23 16	12 8	3 7
12 19	8 11	10 17	18 23	3 12	10 15
22 18	29 25	21 14	27 18	27 24	28 24
1-9 14	4 8	1 5	15 22	17 22	22 26
18 9	25 22	32 27	24 19	19 16	20 16
5 14	2 6	<i>c</i> 12 16	22 25	12 19	26 31
25 22	22 17	26 23	16 12	24 8	<i>d</i> 24 20
Drawn					

- a.* An improvement over 19 24, and gives Black a strong and safe game.
- b.* 27 23 is best and forces 3 8.
- c.* Black gets a very good game after this move.
- d.* The greater part of the play is on known lines.

Var. 1.

10 14	7 10	3 7	31 22	6 10	8 11
18 15	<i>f</i> 31 27	12 3	25 18	14 7	12 8
14 18	10 19	9 13	1 6	2 18	11 16
<i>e</i> 27 23	16 12	3 10	18 15	20 16	28 24
18 27	<i>g</i> 19 23	6 31	13 17	4 8	Drawn
32 16	26 19	30 26	21 14	16 12	

- e.* Considered safest; 21 17 will draw but the play is very complicated.
- f.* Forces the draw.
- g.* Black's best play is to take the shot.

GAME 221. Glasgow 11 15 22 17.

Jordan's Move.

11 15	24 20	2 11	32 27	12 16	21 17
22 17	16 23	<i>c</i> 26 23	8 12	24 15	8 12
8 11	27 11	11 15	17 13	10 19	17 14
23 19	7 16	<i>d</i> 30 26	<i>e</i> 5 9	17 10	10 17
9 14	20 11	15 19	22 17	6 15	26 23
25 22	<i>b</i> 3 8	23 16	4 8	13 6	19 26
1- <i>a</i> 11 16	11 7	12 19	<i>f</i> 27 24	1 10	<i>g</i> 31 13
Drawn					

- a. Now into a regular Glasgow; 6 9 would have formed the Souter. See Var. 1 for play on an interesting and instructive line of this opening.
- b. 3 7 is more usual, yet Jordan preferred 3 8, as it is not so well known.
- c. Probably White's strongest line.
- d. As good as anything and leads to an equal game.
- e. Best. If 4 8, then 13 9, 6 13, 27 24, and White has the better game.
- f. Leads to an easy draw.
- g. The play for the greater part has been regular, and very little chance to put on anything new.

Var. 1.

6 9	28 19	18 27	23 14	1 6	26 23
17 13	11 15	32 23	7 10	23 19	13 17
2 6	27 24	10 14	14 7	8 11	22 13
29 25	14 17	19 10	3 10	25 21	15 18
4 8	21 14	6 15	31 26	6 9	13 9
24 20	9 18	13 9	5 14	30 26	18 27
15 24	26 23	14 18	26 23	9 13	9 6
					Drawn

GAME 222. Dyke 11 15 22 17.

Banks' Move.

11 15	8 11	9 13	3 8	7 11	13 31
22 17	1-30 25	25 22	27 23	23 7	11 7
a15 19	4 8	16 20	8 12	2 11	6 9
24 15	22 18	23 16	23 16	21 17	7 2
10 19	11 16	12 19	12 19	11 15	9 14
23 16	17 14	29 25	32 27	18 11	2 6
12 19	8 12	6 9	1 6	9 18	14 17
25 22	27 23	b31 27	27 23	22 15	c25 21
					Drawn

- a. Forms the Dyke.
- b. Best; 32 27 gives White a hard end game.
- c. The 30 25 line is a very safe one to adopt, as there are few chances for Black to spring "Cooks."

Var. 1.

27 23	9 14	25 22	15 24	31 24	15 18
d4 8	18 9	7 10	28 19	14 18	14 10
23 16	6 22	30 26	7 11	22 17	23 27
11 20	26 17	9 14	17 13	18 23	19 16
22 18	f5 9	26 23	11 15	17 14	27 31
e8 11	29 25	3 7	g27 24	10 17	24 20
32 27	11 15	23 19	20 27	21 14	31 27
Drawn					

- d. Stronger than 6 10.
- e. Better than 9 14, as it forces 32 27 first.
- f. The play is regular now.
- g. Best; 19 16 is weak, if not an absolute loss.

GAME 223. Second Double Corner 9 14 24 19.

Jordan's Move.

9 14	32 28	7 11	24 19	2 11	15 11
24 19	15 24	25 22	8 12	15 8	17 21
11 15	28 19	11 16	19 15	27 31	11 7
22 18	1-4 8	21 17	16 19	8 3	13 17
a15 24	22 18	16 20	23 16	20 24	22 13
18 9	8 11	b31 27	12 19	3 7	31 22
5 14	18 9	c3 8	27 23	24 27	7 2
28 19	6 13	17 14	19 24	7 10	22 26
8 11	29 25	10 17	23 18	27 32	30 23
25 22	11 15	19 10	24 27	18 15	27 18
11 15	27 24	12 16	10 7	32 27	2 7
Drawn					

- a. Forms the Second Double Corner.
- b. 17 14 is also a good line. See Game 34.
- c. Black has several lines of play, but all lead to an easy draw.
- d. All book.

Var. 1.

e7 11	11 15	6 9	f12 16	7 10	15 19
22 18	25 22	26 22	13 6	22 17	6 2
1 5	15 24	8 11	2 9	15 22	19 26
18 9	27 20	22 17	31 26	17 13	30 23
5 14	4 8	3 7	10 15	10 15	22 26
29 25	22 18	17 13	26 22	13 6	g2 7
Drawn					

- e.* A tricky line and a great favorite with the late C. F. Barker.
- f.* An old line, but very sound.
- g.* Draws neatly.

GAME 224. Second Double Corner 9 14 24 19.

Banks' Move.

9 14	8 11	1 5	15 22	<i>c</i> 18 23	6 10
24 19	25 22	18 9	26 17	27 9	14 9
11 15	11 15	5 14	8 11	6 22	7 11
22 18	32 28	29 25	30 26	26 17	31 27
15 24	15 24	4 8	3 7	<i>d</i> 2 6	11 16
18 9	28 19	25 22	19 15	17 14	27 23
5 14	<i>a</i> 7 11	11 15	11 18	10 17	10 14
28 19	22 18	<i>b</i> 22 18	23 19	21 14	<i>e</i> 19 15

Drawn

- a.* A bit stronger than 4 8, as played in the preceding game.
- b.* Anything else gives Black the better game.
- c.* Nothing better.
- d.* Leads to an easy draw.
- e.* A bit off regular lines and not so well known as some of the other variations.

GAME 225. Second Double Corner 11 15 24 19.

Jordan's Move.

11 15	22 17	6 10	22 18	13 17	11 7
24 19	4 8	13 6	1 5	18 11	3 10
15 24	17 13	2 9	18 9	17 26	19 16
28 19	8 11	<i>c</i> 27 24	5 14	30 23	12 19
8 11	26 22	20 27	25 22	10 14	24 6
22 18	<i>b</i> 10 15	31 24	11 15	23 19	14 18
11 16	19 10	9 13	21 17	21 25	28 24
25 22	7 14	18 9	14 21	32 28	18 23
<i>a</i> 16 20	29 25	5 14	23 18	25 30	<i>d</i> 24 19

Drawn

- a.* Black's strongest move.
- b.* A tricky line.
- c.* An easy game.
- d.* All book.

GAME 226. Second Double Corner 11 15 24 19.

Banks' Move.

11 15	29 25	b14 18	19 16	10 17	7 2
24 19	10 14	23 14	12 19	25 22	22 26
15 24	27 24	9 18	24 15	18 25	2 6
28 19	16 20	26 23	6 10	30 14	26 31
8 11	31 27	7 11	15 6	11 15	6 10
22 18	7 10	23 7	1 10	14 10	31 24
11 16	32 28	11 18	21 17	15 18	28 19
25 22	3 7	22 15	8 11	10 7	20 24
a4 8	18 15	2 18	17 14	18 22	c19 15
					Drawn

- Not so aggressive as 16 20.
- This position also comes up from the single corner.
- A book game with no special features.

GAME 227. Cross 11 15 23 18.

Jordan's Move.

11 15	1-9 14	9 13	11 27	13 17	8 11
23 18	18 9	a26 23	32 23	21 14	24 19
8 11	5 14	b1 6	13 22	10 17	11 15
27 23	22 17	30 25	25 9	19 16	19 10
4 8	6 9	15 18	6 13	12 26	c7 14
23 19	25 22	22 15	29 25	31 13	Drawn

- Now into the Old Fourteenth.
- 2 6 draws, but is weak.
- All book.

Var. 1.

d10 14	e6 10	5 14	8 11	3 7	5 14
19 10	22 17	f29 25	25 22	31 26	19 16
14 23	9 13	11 15	11 15	7 11	12 19
26 19	30 26	26 23	32 28	22 18	23 7
7 14	13 22	15 24	15 24	1 5	2 11
24 20	25 9	28 19	28 19	18 9	26 22
					Drawn

- Allows much more scope than 9 14.
- 14 18 is also a fine line.
- Stronger than 26 23.

GAME 228. Cross 11 15 23 18.

Banks' Move.

11 15	4 8	3 7	16 19	6 10	19 23
23 18	27 23	25 22	23 16	9 5	28 24
8 11	11 15	14 17	12 19	10 15	23 26
27 23	22 18	21 14	15 11	5 1	24 19
10 14	15 22	10 26	19 23	15 19	13 17
23 19	25 18	31 22	25 21	1 5	5 9
14 23	b8 11	c1 6	23 26	27 23	14 5
19 10	24 20	30 25	22 18	11 8	21 14
7 14	9 13	11 16	26 31	23 18	26 31
26 19	18 9	20 11	18 14	8 3	14 10
6 10	5 14	7 16	31 27	18 14	31 27
a32 27	29 25	19 15	14 9	3 8	e10 7
Drawn					

- Mr. Jordan evidently had a "cook" on this line or else played it to dodge a possible "cook."
- A tricky combination which must be met perfectly by White.
- The key to the White game.
- A good original game.

GAME 229. Wagram 9 13 24 20.

Jordan's Move.

9 13	4 8	3 8	11 25	8 11	15 18
24 20	17 13	23 18	30 21	27 23	19 15
11 15	5 9	14 23	1 5	11 15	10 28
22 17	29 25	27 18	26 22	32 28	17 1
13 22	9 14	10 14	5 14	2 7	18 23
25 11	25 22	18 9	22 17	28 24	1 6
8 15	8 11	15 19	7 10	7 11	23 26
21 17	28 24	24 15	31 27	23 19	a21 17
Drawn					

- All book.

GAME 230. Wagram 9 13 24 20.

Banks' Move.

9 13	4 8	3 8	11 25	14 23	11 16
24 20	17 13	23 18	30 21	27 18	20 11
11 15	5 9	14 23	1 5	12 16	7 16
22 17	29 25	27 18	<i>b</i> 26 23	18 14	5 1
13 22	9 14	10 14	5 14	16 19	6 10
25 11	25 22	18 9	31 27	14 9	21 17
8 15	<i>a</i> 8 11	15 19	8 11	19 23	10 15
21 17	28 24	24 15	23 18	9 5	<i>c</i> 13 9
Drawn					

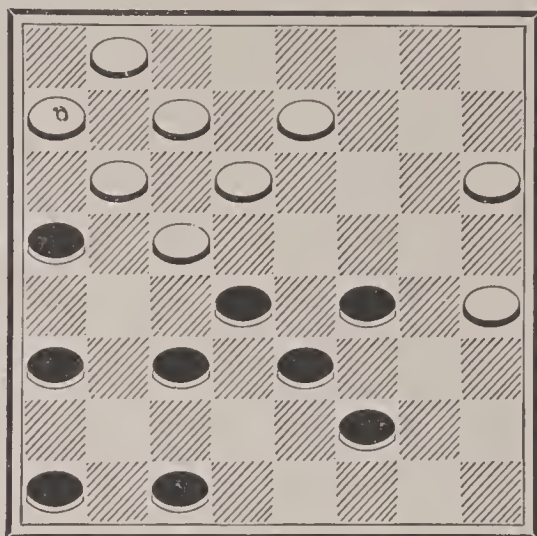
- a.* 14 18, as played by Ginsberg vs. Henderson, leads to an interesting game.
- b.* Varies from the preceding game, but is no stronger.
- c.* All book.

GAME 231. Denny 10 14 23 19.

Jordan's Move.

10 14	22 18	<i>a</i> 11 16	<i>c</i> 6 10	31 24	7 11
23 19	1 5	<i>b</i> 21 17	26 31	28 19	19 23
11 16	18 9	14 21	10 14	11 16	10 14
26 23	5 14	26 22	3 7	14 10	16 19
9 13	30 25	21 25	<i>d</i> 13 9	16 23	15 10
22 17	11 15	22 17	4 8	18 14	12 16
13 22	25 22	25 30	9 6	23 27	14 17
25 9	16 20	17 14	<i>e</i> 7 11	32 23	19 24
5 14	22 17	10 17	6 2	26 19	10 7
29 25	8 11	19 1	30 26	2 7	24 27
7 11	17 13	17 22	23 18	12 16	11 15
25 22	2 6	1 6	16 19	14 9	<i>f</i> 23 26
6 10	31 26	22 26	24 15	8 12	Drawn

- a. In their recent match in Kansas City, Jordan played 12 16. The position at this point is highly interesting and is worthy of a diagram:



Black to play.

If 12 16, 19 12, 11 16, 12 8, 3 12, 13 9, 6 13, 26 22, 16 19, 23 16, 12 19, 22 18, 15 22, 24 6, 22 26, 6 2, 26 31, 2 7, 31 24, 28 19, and White has a fine ending. H. Lieberman.

- b. Mr. Jordan was expecting 26 22, with a simple draw by the stroke 15 18, followed by 14 18, but the text move gives White an elegant ending.
- c. It is difficult to pick the best move here; 23 18 looks very good.
- d. Again 23 18 looks powerful, but Black seems to sneak through on every variation.
- e. This is a remarkable position. The Black moves are all practically forced and yet has a narrow draw.
- f. A highly instructive game.

GAME 232. Denny 10 14 23 19.

Banks' Move.

10 14	24 20	15 24	20 11	30 26	10 6
23 19	15 24	28 19	21 25	18 15	1 10
11 16	28 19	3 7	26 23	26 23	7 14
1-a22 17	4 8	30 26	25 30	15 10	23 26
16 23	22 18	14 17	22 18	23 19	14 18
17 10	8 11	21 14	13 17	7 3	26 30
7 14	29 25	10 17	18 15	9 14	18 25
26 19	9 13	19 16	17 22	11 7	30 21
8 11	18 9	12 19	23 18	14 18	2 6
25 22	5 14	23 16	2 6	7 2	21 17
6 10	25 22	17 21	11 7	18 23	6 9
27 23	11 15	16 11	6 9	3 7	c16 19
b11 15	32 28	7 16	15 11	19 16	Drawn

- Avoids complications and allows Black an easy game.
- Now a familiar position which occurs from several openings.
- Nothing of special importance has developed.

Var. 1.

27 23	19 16	19 10	26 22	32 23	6 1
16 20	12 19	7 14	18 25	5 9	24 38
31 27	24 6	26 19	29 22	19 15	1 6
8 11	1 10	14 18	8 11	11 16	9 13
22 18	28 24	22 15	22 18	15 10	6 10
4 8	10 15	11 18	14 23	16 20	28 32
25 22	23 19	30 26	27 18	10 6	18 14
6 10	14 23	9 14	20 27	20 24	32 27
					Drawn

GAME 233. Edinburgh 9 13 23 18.

Jordan's Move.

9 13	b7 10	4 11	5 14	15 24	13 22
23 18	27 24	25 22	25 22	28 19	26 17
5 9	10 19	6 10	11 15	7 11	18 22
1-a18 15	24 15	22 18	27 24	30 26	16 11
10 19	3 7	1 5	12 16	11 15	22 25
24 15	32 27	29 25	24 19	19 16	17 14
11 18	8 11	9 14	16 23	14 18	10 17
22 15	15 8	18 9	26 19	22 17	c21 14
					Drawn

- a. A strong line and must be met correctly.
- b. Equalizes the game.
- c. A good cross board game, similar to a Banks-Jordan match game.

Var. 1.

26 23	16 20	19 16	3 19	29 25	1 28
11 16	18 15	12 19	25 22	9 14	26 22
30 26	11 18	23 16	4 8	28 24	18 23
10 14	22 15	10 19	27 24	13 17	22 18
24 19	7 10	24 15	20 27	22 13	14 17
8 11	32 28	7 11	31 15	6 9	21 14
28 24	2 7	15 8	14 18	13 6	23 26
Drawn. P. P.					

GAME 234. Edinburgh 9 13 23 18.

Banks' Move.

9 13	8 11	4 8	a7 11	9 14	28 32
23 18	28 24	19 16	16 7	28 24	22 15
5 9	16 20	12 19	3 19	13 17	32 27
26 23	18 15	23 16	27 24	22 13	25 22
11 16	11 18	10 19	20 27	6 9	14 18
1-24 19	22 15	24 15	31 15	13 6	22 17
10 14	7 10	2 7	14 18	1 28	18 22
30 26	32 28	25 22	29 25	26 22	b15 10
Drawn					

- a. It is difficult to establish any new lines of play on this variation.
- b. Book throughout.

Var. 1.

30 26	9 13	19 10	6 15	9 6	15 18
10 14	18 14	16 19	14 9	10 14	11 15
22 17	8 11	23 16	8 12	6 2	18 22
13 22	24 19	12 19	17 14	14 18	15 24
c26 10	4 8	25 22	7 10	2 7	25 30
6 22	29 25	d2 6	14 7	18 25	27 23
25 18	11 15	21 17	3 10	7 11	Drawn

- c. 7 14 is also good.
- d. 8 11 is also very good.

GAME 235. Denny 10 14 24 19.

Jordan's Move.

10 14	5 14	<i>b</i> 15 18	14 17	17 22	12 16
24 19	26 22	25 22	21 7	18 15	20 11
6 10	11 15	18 25	3 10	22 25	8 22
22 17	22 17	29 22	13 9	15 6	10 7
9 13	7 11	<i>c</i> 11 15	6 13	1 10	4 8
28 24	17 13	24 20	32 28	23 18	7 3
13 22	2 6	15 24	13 17	10 15	<i>d</i> 8 12
25 9	<i>a</i> 30 25	22 18	28 19	19 10	Drawn

- Varies from regular play.
- Anything else would lose.
- Appears to be Black's only draw.
- An evenly contested original game.

GAME 236. Denny 10 14 24 19.

Banks' Move.

10 14	<i>a</i> 29 25	3 8	17 14	23 26	32 28
24 19	7 11	11 7	19 23	30 23	26 23
6 10	23 18	2 11	14 9	19 26	28 19
22 17	14 23	<i>b</i> 21 17	6 10	9 6	23 16
9 13	27 18	1 6	9 6	16 19	6 10
28 24	11 16	17 13	10 15	6 2	8 11
13 22	18 11	12 16	6 2	26 30	7 3
25 9	8 15	22 17	11 16	25 21	16 19
5 14	31 27	16 19	2 7	30 26	3 8
26 22	16 23	24 15	15 19	2 6	11 16
11 15	27 11	10 19	13 9	19 24	<i>c</i> 8 11
Drawn					

- Varies from the preceding game and is a bit stronger.
- White gets a fine ending, but is too late to force anything.
- All book.

GAME 237. Kelso 10 15 24 20.

Jordan's Move.

10 15	10 19	19 26	15 22	10 14	2 6
24 20	<i>b</i> 21 17	30 7	24 6	18 9	22 17
1-15 19	11 15	3 10	1 10	5 14	6 10
23 16	32 27	20 16	25 18	29 25	17 13
12 19	6 10	8 12	4 8	14 17	11 15
<i>a</i> 27 24	17 14	27 24	28 24	25 22	19 16
7 10	9 18	12 19	8 11	17 26	15 19
24 15	26 23	22 18	24 19	31 22	<i>c</i> 16 11

Drawn

- a.* Stronger than 22 18, as played by C. F. Barker against R. Jordan.
b. Better than 32 27.
c. This game was played by various players during the tourney and has no special features.

Var. 1.

7 10	17 13	11 16	<i>f</i> 30 25	15 19	21 14
<i>d</i> 28 24	1 5	20 11	23 26	23 7	23 26
3 7	26 23	7 23	31 22	2 11	14 9
23 19	14 18	24 20	8 11	22 18	6 10
9 14	23 14	<i>e</i> 5 9	27 23	14 23	9 6
22 17	9 18	25 21	18 27	17 14	10 15
5 9	21 17	9 14	32 23	10 17	6 2

Drawn

- d.* Now an old Ayrshire Lassie formation.
e. Once analyzed for a Black win by some Chicago players, but it has no special strength when met as in the text.
f. 29 25 also appears to draw.

GAME 238. Kelso 10 15 24 20.

Banks' Move.

10 15	24 15	9 18	27 24	4 8	25 22
24 20	10 19	26 23	12 19	28 24	9 13
15 19	21 17	19 26	22 18	8 11	31 27
23 16	11 15	30 7	15 22	24 19	5 9
12 19	32 27	3 10	24 6	2 6	27 24
27 24	6 10	20 16	1 10	29 25	10 14
7 10	17 14	<i>a</i> 8 12	25 18	6 9	<i>b</i> 19 15

Drawn

- a.* 8 11 is also played.
b. All book.

GAME 239. Dundee 12 16 24 20.

Jordan's Move.

12 16	5 14	1 6	15 22	16 20	10 14
24 20	23 19	25 22	21 17	5 1	30 25
8 12	16 23	12 16	8 12	15 18	14 23
28 24	27 9	<i>a</i> 32 28	13 9	<i>c</i> 17 13	25 18
9 14	6 13	<i>b</i> 6 10	11 15	18 23	23 26
22 18	26 23	23 18	20 11	27 18	
3 8	10 15	13 17	7 16	20 27	
18 9	31 27	22 13	9 5	13 9	

Drawn

- A very strong move and first played by R. Jordan.
- Only move to draw.
- 24 19 is very tricky. See Doran-Henderson and Jordan-Henderson games.

GAME 240. Dundee 12 16 24 20.

Banks' Move.

12 16	23 19	15 18	30 25	4 11	27 23
24 20	16 23	25 22	2 6	25 22	26 31
8 12	27 9	18 25	19 15	17 26	2 6
28 24	6 13	29 22	11 18	19 16	31 27
9 14	26 23	<i>a</i> 6 9	22 15	12 19	23 19
22 18	10 15	27 23	<i>c</i> 13 17	23 7	14 18
3 8	31 27	7 10	24 19	9 13	21 17
18 9	1 6	<i>b</i> 32 27	8 11	7 2	13 22
5 14	23 19	10 14	15 8	6 9	<i>d</i> 6 13

Drawn

- 6 10 loses. See Game 6 and notes for the winning play.
- Varies from preceding game and is very tricky. If Black tries for Cowan's coup they lose.
- The key move to draw.
- An evenly contested game.

GAME 241. Bristol Cross 11 16 23 18.

Jordan's Move.

11 16	18 9	10 19	7 11	22 26	17 14
23 18	6 13	27 24	16 20	15 19	32 27
1-16 20	25 18	20 27	15 10	27 32	14 9
24 19	4 8	31 15	26 31	18 23	27 31
10 14	29 25	5 9	10 7	26 31	9 5
26 23	8 11	22 18	9 14	19 15	23 26
8 11	18 15	12 16	11 15	31 27	22 25
22 17	11 18	15 11	31 26	15 18	13 17
7 10	23 7	7 10	7 2	27 31	25 30
a30 26	3 10	11 7	26 22	18 22	26 23
11 16	25 22	10 14	2 7	31 27	5 1
26 22	16 23	18 15	14 18	23 19	31 27
9 13	27 18	14 18	7 10	27 24	1 5
18 9	1 5	7 2	18 23	19 16	17 22
5 14	32 27	18 23	10 14	24 27	5 9
22 18	2 7	2 7	23 27	21 17	20 24
13 22	18 15	23 26	14 18	27 23	b28 19
					Drawn

- a. Now into an old line of the Paisley.
- b. A good original ending. White has had the pull for some moves, but has not been able to force a win at any stage.

Var. 1.

26 23	25 22	30 26	26 17	29 25	14 7
8 11	11 15	8 11	2 6	6 10	3 10
22 17	24 19	22 18	17 14	25 21	27 24
9 14	15 24	11 16	10 17	10 17	20 27
18 9	28 19	18 9	21 14	21 14	31 24
5 14	4 8	6 22	1 5	7 10	16 20
					Drawn. P. P.

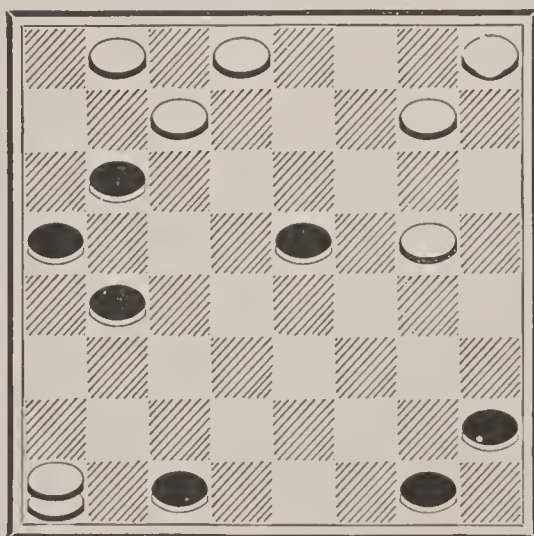
GAME 242. Bristol Cross 11 16 23 18.

Banks' Move.

11 16	18 11	9 18	11 8	18 27	16 11
23 18	8 15	26 23	6 9	32 16	27 23
<i>a</i> 10 14	<i>d</i> 24 19	8 11	13 6	<i>g</i> 24 28	11 7
26 23	15 24	23 14	2 18	17 14	3 10
<i>b</i> 16 20	28 19	11 16	8 4	28 32	14 7
22 17	4 8	19 15	12 16	25 22	23 18
7 10	30 26	<i>e</i> 16 19	21 17	20 24	7 3
17 13	14 18	15 11	<i>f</i> 16 19	22 17	18 22
<i>c</i> 10 15	23 14	19 24	27 23	32 27	17 13

White wins

- Not so safe as 16 20, yet admits of more complications and was adopted for that reason.
- 8 11 is preferable, as it limits the White attack.
- Considered an absolute loss.
- White has several powerful moves.
- At first glance Black's game looks hopeless, yet White must play carefully to maintain any advantage.
- All chances to draw seem to disappear after this move. The position is diagrammed with the play for a draw:



Black to play and draw.

5 9	14 10	17 22	17 13	22 26	15 11
17 14	13 17	21 17	19 23	31 15	23 26
9 13	25 21	16 19	13 9	24 31	

and although a piece down, Black seems to draw.

- Banks overlooked the fact that Jordan could line up for the exchange. 24 27 may still hold out hope for a draw.

HUGH HENDERSON vs. LOUIS GINSBERG.

GAME 243. Bristol 11 16 22 18.

Henderson's Move.

11 16	29 25	<i>b</i> 11 16	19 15	11 18	3 7
22 18	11 15	24 19	10 19	14 10	16 19
8 11	25 22	2 7	17 10	19 24	25 22
25 22	7 11	26 22	6 15	28 19	18 25
16 20	17 13	7 11	23 14	16 23	27 18
22 17	4 8	22 15	15 18	10 7	19 23
<i>a</i> 9 14	22 17	11 18	26 22	12 16	7 11
18 9	15 18	31 26	3 8	7 3	20 24
5 14	30 25	8 11	22 15	8 12	<i>c</i> 11 15
Drawn					

- a.* Now a double corner and brought up as follows: 9 14, 22 17, 11 16, 25 22, 8 11, 22 18, 16 20.
- b.* 11 15 is a published loss. J. A. Drouillard lost on this move to C. F. Barker in their match for the American championship.
- c.* A well known book game.

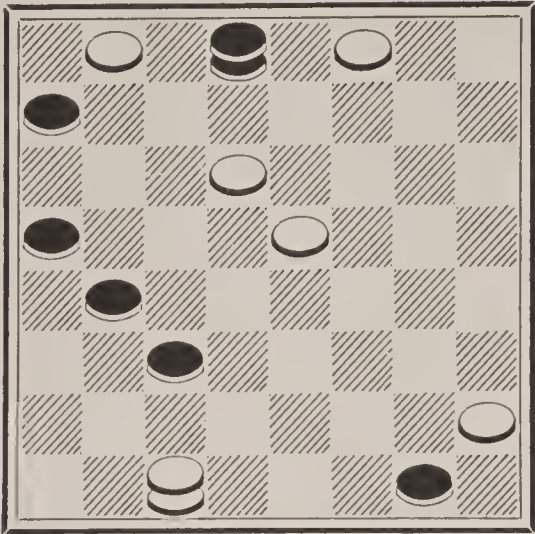
GAME 244. Bristol 11 16 22 18.

Ginsberg's Move.

11 16	7 11	11 15	12 16	11 18	20 24
22 18	17 13	26 23	17 14	23 14	10 7
8 11	4 8	<i>b</i> 22 26	3 7	27 31	24 27
25 22	22 17	31 22	9 5	10 7	7 3
16 20	15 18	15 18	15 19	16 19	27 31
22 17	<i>a</i> 24 19	22 15	23 18	7 2	11 16
9 14	18 22	10 28	7 11	19 23	22 18
18 9	19 16	17 10	14 10	2 7	3 8
5 14	12 19	6 15	19 24	<i>d</i> 31 26	18 15
29 25	23 7	13 9	27 23	14 10	16 11
11 15	2 11	8 12	24 27	26 22	<i>e</i> 15 19
25 22	28 24	21 17	<i>c</i> 18 15	7 11	Drawn

- a.* Varies from the preceding game and is much stronger.
- b.* Appears to be the only line of play to draw.

c. If 10 7, 27 31, 7 3 forms the subjoined position:



Black to play and draw.

31 26	20 27	32 27	16 20	23 26	22 17
3 8	32 23	23 18	25 21	17 13	15 10
26 19	28 32	27 23	20 24	26 22	1 6
8 24	*18 14	30 25	21 17	18 15	Drawn

- a. The saving link and draws neatly.
- e. A finely played game.

GAME 245. Kelso 10 15 22 17.

Henderson's Move.

10 15	6 24	12 16	c6 9	24 27	24 27
22 17	27 11	29 25	31 27	23 19	32 23
11 16	8 15	16 19	9 18	27 31	31 27
a24 19	25 22	23 16	23 14	14 10	23 19
15 24	4 8	11 20	15 19	7 14	27 24
28 19	21 17	26 23	25 21	17 10	19 15
b9 14	8 11	1 6	19 24	20 24	24 19
17 10	17 14	22 17	27 23	19 16	d21 17
					Drawn

- a. A line that is fast coming into prominence.
- b. 8 11 is a good alternative.
- c. 15 18 and White replies 31 27 and gets a fine game.
- d. A fine cross board game.

GAME 246. Kelso 10 15 22 17.

Ginsberg's Move.

10 15	18 9	1-16 19	19 15	3 8	26 23
22 17	6 22	24 15	16 19	13 6	19 26
11 16	26 17	11 18	30 26	1 17	31 13
23 18	8 11	28 24	2 6	27 23	7 11
15 22	29 25	8 11	21 17	18 27	15 10
25 18	4 8	24 19	b6 9	32 16	11 16
9 14	a17 14	11 16	17 13	12 19	c10 7
					Drawn

- a. A very good line.
b. Best.
c. A well played original game.

Var. 1.

1 6	d16 19	11 16	16 20	3 19	2 9
30 26	24 15	19 15	27 23	14 10	13 6
6 9	11 18	16 19	18 27	19 24	27 31
26 23	28 24	31 26	32 16	17 13	26 22
9 18	8 11	12 16	7 11	24 27	31 27
23 14	24 19	21 17	15 8	10 6	22 18
					Drawn

- d. 2 6 also appears safe.

GAME 247. Double Corner 9 14 24 20

Henderson's Move.

9 14	4 8	a10 15	2 7	7 14	27 31
24 20	28 24	19 10	24 19	18 15	26 19
5 9	8 11	6 15	15 24	20 24	31 27
22 18	24 19	27 24	28 19	15 10	10 6
1-11 16	11 16	16 20	11 16	24 27	1 10
20 11	29 25	b32 28	22 17	23 18	15 6
8 22	7 11	20 27	c16 20	14 23	27 23
25 18	25 22	31 24	17 10	19 15	19 15
					Drawn

- a. 3 8 is also good.
b. 23 19 is much better and gives White the stronger end game.
c. Nothing else.

Var. 1.

10 15	1 5	3 7	9 14	11 16	4 8
28 24	22 17	26 22	22 17	20 11	19 15
15 22	14 18	18 25	7 10	8 15	10 26
26 10	23 14	29 22	27 23	24 19	17 1
7 14	9 18	6 9	d2 6	15 24	26 30
25 22	30 26	17 13	32 28	28 19	1 6
Drawn					

d. Appears forced.

GAME 248. Double Corner 9 14 24 20.

Ginsberg's Move.

9 14	4 8	3 8	10 19	8 11	24 27
24 20	28 24	27 24	24 15	17 10	13 6
5 9	8 11	16 20	6 10	19 24	2 9
22 18	24 19	32 28	15 6	28 19	23 19
11 16	11 16	20 27	1 10	11 15	16 23
20 11	29 25	31 24	18 15	21 17	26 19
8 22	7 11	11 16	10 19	15 24	27 31
25 18	25 22	19 15	22 17	17 13	a10 6
Drawn					

a. With a slight variation in the mid-game the play is well known and has no special features.

GAME 249. Kelso 10 15 22 18.

Henderson's Move.

10 15	4 8	11 16	14 18	11 16	23 27
22 18	23 18	24 20	27 23	20 11	8 11
15 22	8 11	7 11	18 25	7 16	27 31
25 18	27 23	a26 22	23 16	12 8	30 25
6 10	1 6	3 7	25 29	18 22	22 26
29 25	32 27	27 24	17 14	24 20	25 21
11 15	9 14	16 19	10 17	16 19	26 30
18 11	18 9	23 16	21 14	8 3	21 17
8 15	5 14	12 19	15 18	19 23	29 25
25 22	22 17	31 27	16 12	3 8	b17 13
Drawn					

a. Black must play very carefully to avoid disaster.

b. A highly instructive and well played game.

GAME 250. Kelso 10 15 22 18.

Ginsberg's Move.

10 15	25 22	5 9	23 16	10 14	26 23
22 18	4 8	27 24	12 19	16 11	24 31
15 22	<i>a</i> 24 19	2 6	30 25	14 18	23 14
25 18	15 24	24 20	7 10	32 27	31 27
6 10	28 19	10 15	18 14	12 16	25 22
29 25	8 11	<i>c</i> 19 10	9 18	11 7	27 23
11 15	23 18	6 15	22 8	16 20	14 10
18 11	9 13	31 26	3 12	7 2	20 24
8 15	<i>b</i> 26 23	15 19	20 16	19 24	2 7
Drawn					

- a.* Varies from the preceding game and is stronger.
b. Gives White a strong game, and must be met properly.
c. Now into a well known position.

GAME 251. Ayrshire Lassie 11 15 24 20.

Henderson's Move.

11 15	22 15	8 11	32 28	2 6	16 11
24 20	11 18	25 22	6 9	24 19	1 6
8 11	26 22	18 25	19 16	15 24	31 27
28 24	7 11	29 22	12 19	28 19	6 9
4 8	22 15	11 15	23 16	10 15	11 7
23 19	11 18	27 23	9 14	19 10	3 10
1-15 18	30 26	9 13	26 23	6 15	<i>a</i> 27 24
Drawn					

- a.* A regular and well known book game.

Var. 1.

The following line of play is also very good, yet seldom played of late years:

12 16	8 11	1 6	18 25	10 26	26 22
19 12	23 18	31 27	29 22	27 23	14 9
15 18	6 10	<i>d</i> 11 16	6 9	26 31	16 19
22 15	27 23	20 11	17 13	23 18	9 5
10 28	<i>c</i> 9 14	7 16	2 7	31 26	19 23
<i>b</i> 26 23	18 9	22 17	13 6	6 2	5 1
11 15	5 14	15 18	14 18	7 11	23 26
25 22	30 26	26 22	23 14	18 14	Drawn

R. Wilson vs. J. Lees

- b. Considered best and is much stronger than 21 17.
- c. 9 13 is also safe.
- d. 6 9 opens up a world of play and is just as safe as the text move.

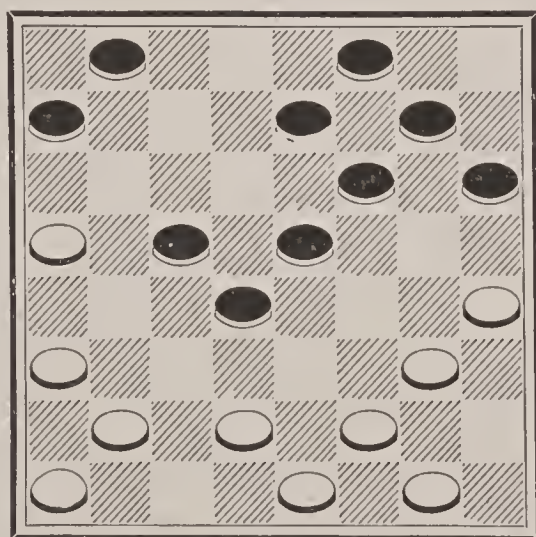
GAME 252. Ayrshire Lassie 11 15 24 20.

Ginsberg's Move.

11 15	26 23	7 10	19 15	23 27	14 10
24 20	14 18	28 19	18 23	31 24	19 23
8 11	23 14	11 15	15 10	28 19	18 14
28 24	9 18	26 22	14 18	25 22	12 16
1-4 8	30 26	15 24	10 6	18 25	14 9
23 19	b10 14	22 6	24 28	29 22	5 14
a9 14	19 10	1 10	6 1	19 23	10 17
22 17	6 15	27 23	28 32	10 14	16 19
6 9	24 19	10 15	1 6	8 11	13 9
17 13	15 24	23 19	32 28	22 18	19 24
2 6	32 28	15 18	6 10	23 19	9 6

Drawn

- a. Varies from preceding game; is very good.
- b. Forms a very interesting position. See diagram below.



White to play.

Henderson played 24 19, followed by 32 28, as shown in game. In looking over other possible moves one will be surprised to see how easily White can get a bad game. 13 9 appears to lose by 12 16; if 26 22,

again 12 16 seems to win, so White's only good move outside of 24 19 is 26 23, and Black gets a fine game by 15 19 or 1 6.

Var. 1.

The following game was played in New York between Louis Ginsberg and Newell W. Banks:

9 13	24 19	4 8	26 22	10 26	20 16
22 18	6 10	20 16	5 9	30 14	22 26
15 22	<i>d</i> 18 15	1 5	27 24	7 11	16 11
25 18	11 18	31 26	9 14	16 7	26 30
<i>c</i> 5 9	26 22	14 18	24 20	3 17	11 4
29 25	2 6	23 14	14 17	25 21	30 26
10 14	22 15	9 18	21 14	17 22	4 8
					B. wins

c. Weak.

d. A big improvement over all single corner and Ayrshire Lassie play and almost wins.

GAME 253. Wagram 9 13 24 20.

Henderson's Move.

9 13	8 15	9 14	14 23	11 25	8 11
24 20	21 17	25 22	27 18	30 21	23 18
11 15	4 8	8 11	10 14	1 5	14 23
22 17	17 13	28 24	18 9	26 23	27 18
13 22	5 9	3 8	15 19	5 14	<i>a</i> 11 16
25 11	29 25	23 18	24 15	31 27	Drawn

a. A repetition of Game 39, Hanson and O'Grady.

GAME 254. Wagram 9 13 24 20.

Ginsberg's Move.

9 13	4 8	10 17	5 9	11 18	7 11
24 20	17 13	27 23	<i>c</i> 30 25	19 15	23 18
11 15	5 9	7 10	9 14	10 19	14 23
22 17	29 25	28 24	25 21	24 15	21 14
13 22	9 14	<i>b</i> 3 7	7 11	2 7	11 18
25 11	25 22	23 19	32 28	<i>d</i> 26 23	20 16
8 15	<i>a</i> 14 18	1 5	15 18	18 22	12 19
1-21 17	23 14	31 27	22 15	27 24	<i>e</i> 24 15
					Drawn

- a. Varies from preceding game where 8 11 was played.
- b. The Lieberman-King “cook.” Ginsberg thought this an absolute Black win after 31 27.
- c. Henderson’s draw and eliminates all chance for a Black win.
- d. Cinches the draw.
- e. A well played game.

Var. 1.

<i>f</i> 29	25	24	19	22	18	23	18	20	11	11	8
4	8	15	24	15	22	14	23	7	16	16	20
25	22	28	19	26	10	27	18	18	15	27	23
5	9	10	15	7	14	3	7	16	19	19	26
27	24	19	10	31	27	32	27	15	11	30	23
<i>g</i> 9	14	<i>h</i> 6	15	8	11	11	16	12	16	Drawn	

- f.* Not as forcible as 21 17.
- g.* 15 19 is also a good line.
- h.* Now into a regular Defiance.

GAME 255. Double Corner 9 14 22 18.

Henderson’s Move.

9	14	24	15	<i>c</i> 8	11	13	6	14	18	26	23
22	18	7	10	15	8	1	10	30	26	7	11
5	9	27	24	4	11	29	25	10	14	22	17
25	22	10	19	<i>d</i> 22	17	16	19	27	23	15	18
11	16	24	15	6	10	23	16	18	27	17	10
18	15	<i>a</i> 2	7	17	13	12	19	32	16	<i>f</i> 18	27
10	19	<i>b</i> 31	27	10	15	<i>e</i> 26	22	11	20	Drawn	

- a. A favorite defense of Robert Stewart and first introduced in his match with Richard Jordan for the world’s championship.
- b. Considered best.
- c. A new innovation. Mr. Henderson probably had something good on it, but failed to ensnare the Brooklyn expert.
- d. 28 24 appears no better.
- e. Ginsberg saw a clean cut draw and took it.
- f. An interesting game.

GAME 256. Double Corner 9 14 22 18.

Ginsberg's Move.

9 14	25 22	16 20	15 6	11 15	9 6
22 18	8 11	32 28	1 10	c30 25	15 18
5 9	22 18	20 27	18 15	2 11	22 15
24 19	11 16	31 24	10 19	25 22	19 24
11 15	29 25	11 16	22 17	14 18	28 19
18 11	7 11	b19 15	8 11	23 14	16 30
8 24	25 22	10 19	17 10	16 20	27 31
28 19	a3 8	24 15	9 14	14 9	30 26
4 8	27 24	6 10	10 7	11 16	21 17
					Drawn

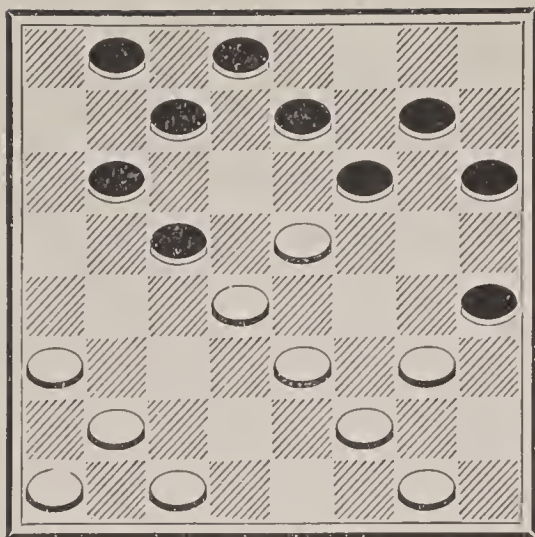
- An old variation.
- Best and equalizes the game.
- This play is forced.
- Makes a neat finish.

GAME 257. Kelso 10 15 24 19.

Henderson's Move.

10 15	27 24	d3 7	23 19	2 9	16 11
24 19	16 20	24 19	6 9	26 22	25 30
15 24	31 27	e1 5	25 22	9 13	11 4
28 19	8 11	30 26	18 25	21 17	14 18
a9 14	22 17	9 13	29 22	14 21	4 8
22 18	c4 8	18 9	7 10	22 18	30 26
5 9	17 10	5 14	32 28	21 25	8 11
b26 22	7 14	f19 16	13 17	18 15	g26 23
11 16	19 15	11 18	22 6	10 14	B. W.

- Considered best by all the leading experts.
- 25 22 is preferable.
- The "cook."
- The position is highly interesting at this point and is diagrammed:



White to play.

The following neat draw was shown by Harry Lieberman after the game was over, especially after several of the on-lookers claimed Ginsberg missed a win :

30 26	20 24	32 23	6 13	25 22	11 15
1 5	27 20	5 14	23 18	6 9	Drawn
26 22	9 13	22 17	8 11	21 17	
7 10	18 9	13 22	29 25	9 14	
24 19	11 27	25 9	2 6	18 9	

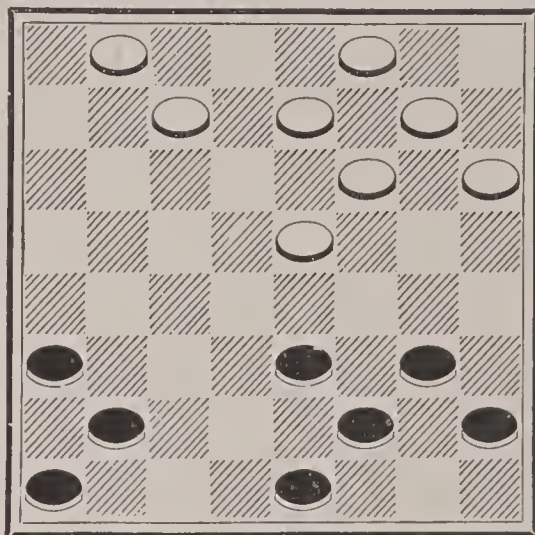
- e. Mr. Henderson gets a powerful grip and seems to force the win from this point.
- f. Now into a line of play which Harrigan and Henderson had analyzed to an absolute Black win prior to the tourney.
- g. A fine win by Mr. Henderson.

GAME 258. Kelso 10 15 24 19.

Ginsberg's Move.

10 15	19 15	12 16	25 22	13 17	10 7
24 19	10 19	27 24	9 13	25 21	17 21
15 24	23 7	16 20	22 18	8 12	26 22
28 19	14 23	24 19	24 28	14 9	21 25
a9 14	c27 18	20 24	30 25	6 13	19 15
22 18	3 10	18 14	2 7	21 14	11 18
5 9	29 25	9 18	18 14	13 17	22 15
b25 22	1 5	22 15	10 17	15 10	25 30
7 10	d31 27	5 9	21 14	7 11	e7 3
					Drawn

- a. Ginsberg, a game down, immediately forces things.
- b. Henderson was well posted on this opening and his mode of attack and defense showed excellent preparation.
- c. Improves the Jordan vs. Banks game, where 26 19 was played.
- d. The position becomes very interesting and is diagrammed:



Black to play.

8 11 as given in the notes to the match game between Jordan and Banks is also very good, but being a game down, Ginsberg had to take the game into strange ground.

- e. This ended one of the most spectacular series of the entire tourney.

MAJOR TOURNEY.

FINAL ROUND.

ALFRED JORDAN vs. HUGH HENDERSON.

GAME 259. Double Corner 9 14 22 18.

Jordan's Move.

9 14	4 8	10 15	14 23	3 7	13 17
22 18	25 22	19 10	26 19	24 20	<i>g</i> 19 16
5 9	8 11	6 15	9 13	7 10	12 26
24 19	22 18	27 24	31 24	32 28	24 19
11 15	11 16	16 20	2 7	1 5	14 23
18 11	29 25	<i>f</i> 23 19	30 26	22 18	21 7
8 24	<i>a</i> 7 11	20 27	7 14	5 9	9 13
28 19	<i>e</i> 25 22	19 10	26 23	28 24	7 3

Drawn

c. 16 20 is drawable, but it is not very often played.

16 20	18 15	5 14	30 26	12 19	23 16
<i>b</i> 26 22	9 13	26 22	14 17	23 16	17 21
<i>c</i> 1 5	22 18	11 18	21 14	8 12	15 11
31 26	7 11	22 15	10 17	27 23	Drawn
3 8	18 9	2 7	19 16	12 19	

b. A very tricky line which gives White plenty of scope.

c. 7 11 is very weak, as the following play will show:

21 17	10 15	25 22	19 24	32 28	2 6
14 21	19 10	12 16	18 15	1 6	18 14
18 15	6 15	27 23	16 19	5 1	W. W.
11 18	22 17	15 19	15 11	6 10	Ferrie vs.
23 5	<i>d</i> 3 7	23 18	7 16	22 18	Schaefer

<i>d.</i> 12 16	27 31	6 9	27 31	24 27	23 19
25 22	18 11	14 10	6 9	7 11	32 28
16 19	2 6	9 13	31 27	27 31	26 30
31 26	26 23	11 7	9 14	11 16	17 14
19 24	31 26	20 24	27 24	31 26	19 15
27 23	23 18	7 2	10 7	16 20	28 24
24 27	26 23	24 27	3 10	21 25	W. W.
23 18	18 14	2 6	14 7	30 21	Heffner

e. The two for two by 18 15 and 21 17 is also played.

f. 32 28, as played by Ginsberg vs. Henderson in the semi-finals, draws.

g. Known as Cowan's coup and has figured in many important contests.

GAME 260. Double Corner 9 14 22 18.

Henderson's Move.

A repetition of a game played between Ginsberg and Henderson in the semi-finals.

GAME 261. Bristol Cross 11 16 23 18.

Jordan's Move.

11 16	30 26	6 13	<i>f</i> 25 22	20 27	20 11
23 18	11 16	25 18	16 23	31 15	19 23
16 20	26 22	4 8	27 18	5 9	11 7
24 19	9 13	29 25	1 5	28 24	23 26
10 14	18 9	8 11	32 27	12 16	22 18
<i>a</i> 26 23	5 14	18 15	2 7	24 20	26 31
8 11	<i>c</i> 22 18	11 18	18 15	16 19	7 2
<i>b</i> 22 17	13 22	23 7	10 19	15 11	31 26
7 10	18 9	<i>d</i> 3 10	27 24	7 16	18 15
Drawn					

a. Varies from Game 24, where 18 15 was played.

b. 19 15 is very weak, thus:

19 15	12 16	25 22	16 19	27 18	11 20
4 8	17 10	2 7	23 16	20 27	31 27
22 17	7 14	28 24	14 23	32 23	

and White may draw.

d. 16 23, 27 18, 3 10, 18 14 and White is strong.

c. 28 24 is tricky, but very weak, thus:

28 24	10 26	21 17	2 11	27 2	and Black
<i>e</i> 3 7	17 3	30 14	24 19	draws with a man	
19 15	26 30	3 7	16 23	down. A. Jordan.	

e. If 6 9, then 22 18, 13 22, 18 15. White wins.

<i>f.</i> 27 23	10 14	31 24	16 20	23 19
<i>g</i> 2 6	28 24	13 17	19 15	Drawn
25 22	20 27	22 13	20 27	

g. 1 5, 28 24, etc. White wins.

GAME 262. Bristol Cross 11 16 23 18.

Henderson's Move.

11 16	7 10	13 22	11 18	1 5	23 27
23 18	30 26	18 9	23 7	18 15	32 23
16 20	11 16	6 13	3 10	10 14	13 17
24 19	26 22	25 18	<i>a</i> 27 23	15 11	21 14
10 14	9 13	4 8	2 6	14 18	9 27
26 23	18 9	29 25	25 22	23 14	31 24
8 11	5 14	8 11	6 9	16 23	<i>b</i> 20 27
22 17	22 18	18 15	22 18	14 10	Drawn

a. Varies from preceding game, where 25 22 was played to a draw.

b. The play is old and has figured in many important contests here and abroad.

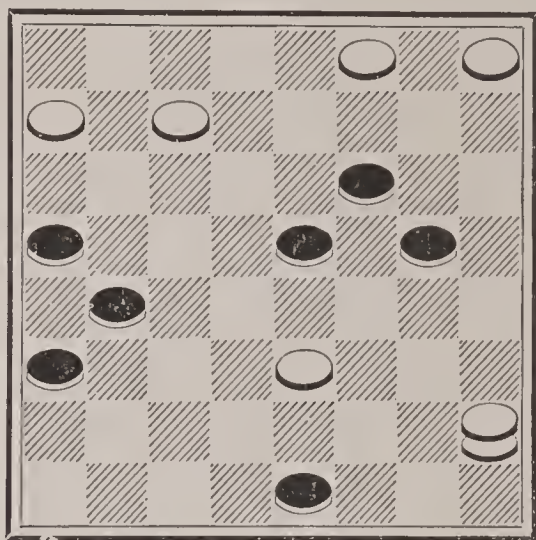
GAME 263. Dundee 12 16 24 20.

Jordan's Move.

12 16	8 12	<i>d</i> 32 27	23 19	11 7	22 18
24 20	13 9	21 25	21 17	1 6	6 2
8 12	11 15	27 23	27 23	7 11	18 22
28 24	20 11	3 7	17 13	21 17	3 8
9 14	7 16	23 27	19 15	15 19	22 18
22 18	9 5	7 2	29 25	17 13	8 12
3 8	16 20	27 23	23 18	27 23	18 22
18 9	5 1	2 6	13 9	13 9	11 16
5 14	15 18	12 16	18 14	23 26	22 18
23 19	<i>b</i> 24 19	6 10	9 5	9 5	2 7
16 23	4 8	23 19	31 27	26 22	18 14
27 9	1 5	10 14	5 1	5 1	16 20
6 13	8 11	19 23	15 10	19 23	23 27
26 23	17 14	<i>e</i> 14 17	22 26	6 2	12 8
10 15	10 17	22 26	14 9	11 16	14 18
31 27	19 15	17 22	1 5	2 7	7 10
1 6	11 16	26 31	9 14	16 19	18 22
25 22	15 10	22 15	25 21	7 3	10 14
12 16	<i>c</i> 2 7	16 19	10 15	23 27	19 23
32 28	10 3	15 24	26 22	14 10	20 16
6 10	16 19	20 27	14 10	27 23	22 25
23 18	5 9	25 22	22 17	10 7	8 12
13 17	19 23	27 32	10 7	22 18	23 26
22 13	9 14	30 25	17 14	7 11	16 20
15 22	23 32	32 27	7 11	18 22	25 22
<i>a</i> 21 17	14 21	25 21	5 1	1 6	<i>f</i> 28 24

White wins

- a. Banks scored a win off Reynolds with this move a few days previous to the Jordan vs. Henderson series.
- b. Varies from the Banks vs. Reynolds game and was played by Peter Doran against Henderson in the preliminary round.
- c. This position is worthy of a diagram and admits of some neat play:



Black to play and draw.

18 23	17 21	2 9	20 24	16 23	12 16
27 18	10 6	5 14	28 19	14 10,	etc.

Drawn

- d. Jordan again misses a draw by 18 23, 21 17, 22 26, 17 22, 26 31, 29 25, 32 27, 3 7, 27 32, 7 10, 32 27, and there is no way to force a win.
- e. Mr. Henderson forces the win in fine style from this point.
- f. After a most protracted session lasting over five hours, Mr. Henderson was greeted by a thundering applause from the onlookers upon the completion of his magnificent win which won the title and Leader loving cup the second time.

GAME 264. Dundee 12 16 24 20.

Henderson's Move.

12 16	16 23	6 10	7 16	27 32	26 31
24 20	27 9	23 18	5 1	17 13	15 10
8 12	6 13	13 17	16 20	<i>f</i> 10 14	32 27
28 24	26 23	22 13	1 5	18 15	29 25
9 14	<i>b</i> 10 15	15 22	15 18	14 18	4 8
22 18	31 27	13 9	<i>d</i> 5 9	9 14	10 6
3 8	1 6	<i>c</i> 8 12	<i>e</i> 18 23	18 23	2 9
18 9	25 22	9 5	27 18	14 17	13 6
5 14	12 16	11 15	20 27	22 26	8 11
<i>a</i> 23 19	32 28	20 11	21 17	17 22	<i>g</i> 6 2
Drawn					

- a.* Jordan elects to play the "Boston" line. It will be observed that both players chose the same attack. As a rule, this is bad tactics, especially in an opening where there are such a variety of strong attacks.
- b.* The following instructive play on 10 14 is taken from Kear's Encyclopedia:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 10 14 | 31 27 | 8 11 | 25 9 | 14 23 | 20 11 |
| 25 22 | 1 5 | 22 18 | 5 14 | 27 18 | 7 16 |
| 11 15 | 30 25 | 15 22 | 23 18 | 11 16 | Drawn |
- R. Jordan vs. Crookston
- c.* 10 15 followed by 11 16 draws easily enough.
- d.* Jordan tries to trap Henderson, similar to the Reynolds-Banks game in the second round.
- e.* 12 16 would lose by 21 17, and would form the position that Reynolds lost to Banks.
- f.* After this Black secures an easy game.
- g.* Henderson drew the game, amid great applause.

MAJOR TOURNEY.

For Third and Fourth Prizes.

LOUIS GINSBERG vs. NEWELL W. BANKS.

GAME 265. Kelso 10 15 22 18.

Ginsberg's Move.

10 15	15 24	2 6	10 26	8 11	22 25
22 18	28 19	32 28	19 10	7 3	18 22
15 22	4 8	10 15	9 14	11 16	25 30
25 18	23 18	19 10	18 9	3 7	31 27
6 10	8 11	6 15	5 14	16 20	13 17
<i>a</i> 29 25	25 22	21 17	30 23	7 11	22 13
11 15	9 13	7 10	11 15	14 17	<i>e</i> 30 26
18 11	<i>c</i> 26 23	23 19	24 19	11 15	Drawn
8 15	5 9	<i>d</i> 1 5	3 8	17 22	
<i>b</i> 24 19	27 24	17 14	10 7	15 18	

a. 26 22 is an interesting deviation from published play :

26 22	18 11	25 9	27 24	28 19	31 26
10 14	8 24	5 14	8 11	7 11	11 15
24 19	28 19	29 25	24 20	22 18	19 16
7 10	9 13	4 8	11 15	1 5	Drawn
22 17	30 25	25 22	32 28	18 9	
11 15	13 22	3 7	15 24	5 14	

b. 25 22 also draws. See Ginsberg-Henderson games.

c. White has another strong line of play, as follows :

27 23	2 6	19 10	12 16	17 14	20 27
5 9	27 24	6 15	30 25	16 20	31 24
32 27	10 15	21 17	1 5	23 19	13 17
					Drawn

d. The Brooklynite overlooked the pitch by 12 16, 19 12 followed by 1 5, which gives Black an easy game.

e. Black just manages to squeeze a draw.

GAME 266. Kelso 10 15 22 18.

Banks' Move.

10 15	b9 13	8 15	9 14	2 11	15 18
22 18	30 25	28 24	24 19	26 23	11 7
15 22	13 22	4 8	15 24	17 22	10 15
25 18	25 11	24 20	28 19	23 19	7 2
a11 15	7 16	8 11	14 17	6 10	e22 25
18 11	24 20	27 24	19 16	19 16	Drawn
8 15	3 8	5 9	12 19	11 15	
21 17	20 11	32 28	23 7	16 11	

a. Banks' favorite defense.

b. 4 8 allows White a variety of attacks, thus:

4 8	8 11	c15 18	12 16	10 15	16 19
17 13	23 19	19 15	32 23	20 11	23 16
9 14	6 10	18 27	3 12	7 16	12 19
29 25	27 23	15 8	24 20	25 22	26 23
					Drawn

c. 2 6 loses as follows:

2 6	19 10	11 15	26 22	14 18	23 19
25 21	7 14	19 10	17 26	23 14	W. W.
14 17	24 19	6 15	31 22	10 26	Ginsberg
21 14	d5 9	13 6	3 7	30 23	vs.
10 17	28 24	1 10	32 28	7 10	Banks

d. 11 16 is met by 19 15, which wins for White.

e. An evenly played game.

GAME 267. Denny 10 14 22 17.

Ginsberg's Move.

10 14	9 25	9 14	4 8	8 11	15 18
22 17	29 22	c24 19	22 18	16 7	24 20
7 10	a11 15	15 24	1 5	2 11	18 27
17 13	24 20	28 19	18 9	26 23	20 11
3 7	7 11	11 16	5 14	10 15	d6 10
25 22	b27 24	20 11	20 16	31 27	Drawn
14 17	5 9	8 24	12 19	11 16	
21 14	32 27	27 20	23 16	27 24	

a. Varies from Game 176, where 10 14 was played.

b. 28 24 is also good. See notes to Game 176.

c.	30 25	21 14	26 23	31 26	18 14	23 18
	14 17	10 17	7 10	21 25	10 17	25 30
	25 21	23 18	23 19	27 23	19 1	13 9
	2 7	17 21	1 5	25 30	30 25	Drawn
	F. Brown vs. J. Ferrie					

d. An original game.

GAME 268. Denny 10 14 22 17.

Banks' Move.

10 14	23 14	6 10	23 14	11 16	1 6
22 17	9 18	23 19	10 17	20 11	2 9
7 10	26 23	b8 11	19 1	7 16	c13 6
17 13	10 14	26 23	30 26	24 20	Drawn
3 7	28 24	1 6	31 22	16 19	
24 20	11 15	21 17	17 26	23 16	
14 18	a30 26	14 30	27 23	12 19	

a. 31 26 is a strong alternative:

31 26	6 15	25 18	22 26	20 11	14 21
7 11	13 6	15 22	30 23	8 15	22 17
23 19	2 9	23 19	6 10	25 22	9 13
5 9	26 23	1 6	29 25	4 8	Drawn
19 10	18 22	32 28	11 16	21 17	

b. Varies from Game 165, where 1 6 was played to a draw.

c. All book.

GAME 269. Kelso 10 15 21 17.

Ginsberg's Move.

10 15	17 13	11 16	25 22	20 27	f18 14
21 17	8 11	a19 15	10 19	31 15	6 10
11 16	29 25	4 8	22 18	e16 19	15 6
22 18	9 14	23 19	b8 11	26 23	1 17
15 22	18 9	16 23	32 27	19 26	9 6
25 18	5 14	27 9	d11 16	30 23	Drawn
16 20	24 19	7 10	27 24	e12 16	

a. A favorite line at one time with R. Stewart.

b. Jordan and Stewart played thus:

3	7	6	13	9	14	18	25	23	27	28	24
32	27	27	24	15	10	30	21	7	11	Drawn	
c7	10	20	27	8	12	16	19	27	32		
9	5	31	6	10	7	7	3	28	24		
12	16	2	9	14	18	19	23	32	28		
13	9	18	15	26	22	3	7	24	19		

c. 12 16 8 12 20 27 6 9 1 19 19 23
 9 5 27 24 31 15 13 6 18 14 26 19
 Drawn

Henderson vs. Banks

d. The beginning of a neat combination which forces the draw.

e. Sequel to Note d.

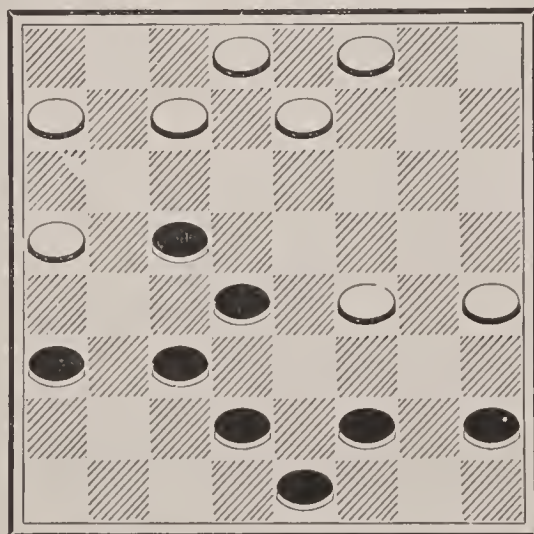
f. Best, and forces Black to take the 2 for 1 to draw.

GAME 270. Kelso 10 15 21 17.

Banks' Move.

10	15	23	14	1	6	27	23	8	12	21	14
21	17	10	17	29	25	3	7	22	17	8	11
a6	10	22	13	16	19	23	16	4	8	24	20
b17	14	11	16	25	21	12	19	17	14		
9	18	c25	22	7	10	32	27	10	17		

forms the critical position on diagram:



Black to play and draw.

e*12 16, 27 24, 6 9, 13 6, 2 18, 31 27 and f18 23. Drawn.

a. Usually taken for originality.

b. A very forcible move.

- c. Varies from Game 126, where 26 22 was played.
- e. In some practice games with Ralph Banks a short time before the tourney, Ginsberg piloted the White pieces thus:
- | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|
| 6 | 9 | 26 | 23 | 15 | 18 | 26 | 23 | 22 | 26 | 19 | 16 |
| 13 | 6 | 19 | 26 | 31 | 26 | 18 | 22 | 23 | 19 | W. | W. |
| 2 | 18 | 30 | 14 | 11 | 15 | 27 | 24 | 15 | 18 | | |
- f. A very interesting and original game. The ending has been handled in fine style by Mr. Banks.

GAME 271. Double Corner 9 14 22 17.

Ginsberg's Move.

9 14	16 23	16 19	5 9	6 15	18 23
22 17	27 11	29 25	17 13	13 6	21 17
11 15	7 16	4 8	c11 15	1 10	10 15
23 19	20 11	b26 23	32 28	22 17	17 13
8 11	3 7	19 26	15 24	15 19	23 27
25 22	28 24	30 23	28 19	17 13	31 24
11 16	7 16	8 11	10 15	14 18	19 28
24 20	a24 20	23 19	19 10	13 9	e9 6
Drawn					

- a. Varies from Game 27, where 26 23 was played.

- b. 22 18 is often played by the experts as follows:

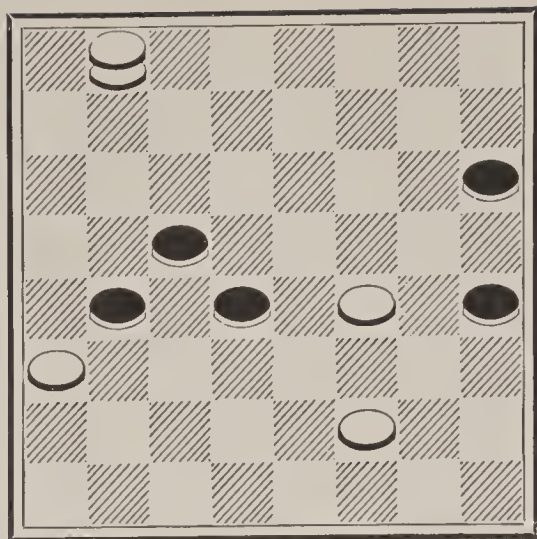
22 18	6 9	20 16	5 14	10 7	19 23
14 23	14 10	9 13	32 28	11 16	26 19
17 14	9 14	31 27	8 11	7 3	16 23
10 17	25 22	1 5	16 7	14 17	22 18
21 14	5 9	27 9	2 11	3 7	Drawn

- c.
- | | | | | | | | | | |
|-----|----|----|----|----|----|----|----|----|----|
| 2 | 7 | 22 | 17 | 10 | 17 | 25 | 21 | 18 | 22 |
| d32 | 28 | 14 | 18 | 21 | 14 | 9 | 18 | 15 | 8 |
| 1 | 5 | 17 | 14 | 18 | 23 | 19 | 15 | 22 | 26 |
- Drawn

- d. 22 17 also draws, thus:

22	17	28	19	31	27	21	5	9	6	*25	21
11	15	7	11	14	18	6	10	1	10	10	14
32	28	*20	16	17	14	13	9	5	1		
15	24	11	20	10	17	10	14	14	17		

Forms an instructive position. See diagram:



White to play and draw.

1 6	22 25	10 15	14 17	18 25
18 22	6 10	17 22	21 14	29 22
27 23	25 29	15 18	20 24	23 18 Drawn

- e. The play is old and was first published by Drummond.

GAME 272. Double Corner 9 14 22 17.

Banks' Move.

9 14	23 16	a2 6	23 16	15 18	15 11
22 17	12 19	b29 25	12 19	24 15	8 15
11 15	17 10	7 10	32 27	10 19	28 24
25 22	6 15	25 21	c3 7	26 23	15 19
15 19	21 17	8 12	27 24	19 26	24 15
24 15	5 9	27 23	d1 5	31 15	10 19
10 19	17 13	4 8	22 17	7 10	e30 26
					Drawn

- a. The old defense. 1 6 is more popular with the modern players. See Game 21.

- b. 30 25 draws, but is not as forcible as 29 25.

30 25	18 15	32 16	25 22	18 15	11 7
7 10	14 18	8 11	14 17	5 9	14 21
22 18	29 25	15 8	23 18	22 17	7 2
15 22	3 7	4 20	17 26	7 10	21 25
25 18	27 23	26 23	31 22	15 11	Drawn
10 14	18 27	9 14	1 5	9 14	

c. 8 12 30 25 11 16 11 7 31 26 28 24
 27 24 9 14 24 20 5 9 3 7 19 28
 3 7 22 17 15 18 7 3 26 23 18 15
 31 27 7 11 20 11 27 31 22 18 W. W.
 1 5 27 23 18 27 26 22 12 16

Dearborn vs. Buchanan

d. The only tenable move. If 8 12, then White secures a powerful game, thus:

 8 12 27 23 18 27 8 3 26 30 2 7
 31 27 11 16 26 22 31 26 7 2 25 18
 9 14 24 20 27 31 30 23 6 9 6 2
 22 17 15 18 11 8 19 26 13 6 W. W.
 7 11 20 11 12 16 3 7 30 25

e. A repetition of a game played between R. Jordan vs. A. J. Heffner in the 1905 International Match.

MAJOR TOURNEY.

Intermediate Round.

FOR FIFTH AND SIXTH PRIZES.

HARRY LIEBERMAN vs. T. J. O'GRADY.

GAME 273. Paisley 12 16 24 19.

Lieberman's Move.

12 16	23 14	8 12	26 23	2 9	22 18
24 19	10 17	31 27	1 6	26 22	3 7
8 12	21 14	16 20	24 19	d9 14	18 9
22 18	16 23	a25 22	c6 10	18 9	7 11
4 8	27 18	b6 9	30 26	5 14	32 28
18 14	12 16	29 25	10 17	e25 21	10 14
9 18	28 24	11 16	22 6	7 10	9 5

Drawn

a. An old but interesting line of play.

b. A. Jordan played 6 10 at this point and lost to J. T. Bradford, thus:

6 10	7 10	5 14	7 10	10 15	5 14
29 25	25 22	13 9	30 25	22 17	10 7
10 17	10 14	3 7	1 5	15 18	18 22
22 13	18 9	26 23	25 21	17 10	7 3

White wins

c. This move would lose if 25 21 is played instead of 24 19.

d. Necessary to draw.

e. 19 15 23 16 22 18 27 18 18 14 15 10
 16 19 12 19 14 23 20 24 19 23 7 11
 Drawn

GAME 274. Paisley 12 16 24 19.

O'Grady's Move.

12 16	16 23	1 6	6 10	19 23	9 14
24 19	27 18	29 25	23 19	11 8	18 9
8 12	12 16	11 16	a10 14	20 24	5 14
22 18	28 24	25 22	19 15	15 10	10 7
4 8	8 12	16 19	14 23	24 27	2 11
18 14	26 23	24 15	27 18	8 4	8 15
9 18	6 9	7 10	12 16	27 31	26 30
23 14	31 27	14 7	15 11	4 8	15 10
10 17	16 20	3 26	16 19	23 26	Drawn
21 14	25 21	30 23	18 15	22 18	

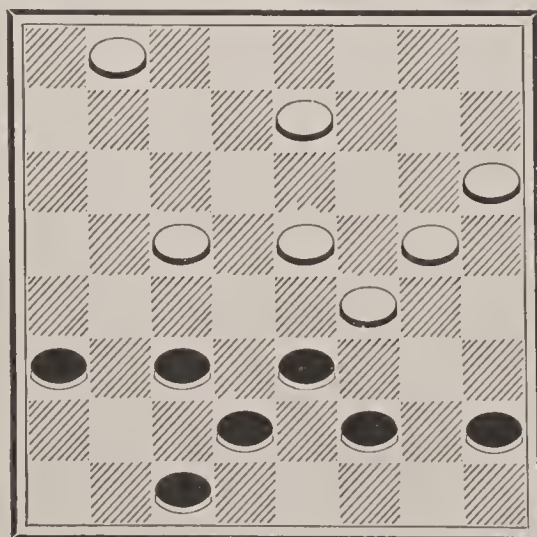
a. Varies from the Hanson-Henderson and Hill-Lieberman games where 9 13 and 2 7 were played respectively with drawn results.

GAME 275. Switcher 11 15 21 17.

Lieberman's Move.

11 15	17 14	13 22	c25 21	6 10	28 19
21 17	10 17	26 17	15 19	23 19	j8 11
9 13	21 14	a4 8	d24 15	e11 15	31 26
25 21	6 10	29 25	10 26	f27 23	2 6
8 11	22 17	b1 6	30 23	15 24	23 18

The position is now instructive:



Black (Lieberman) to play and win.

12 16	6 10	23 26	30 25	7 14	22 17
19 12	14 9	13 9	22 17	6 2	32 27
10 15	5 23	26 30	10 14	25 22	17 13
26 22	17 13	9 6	17 10	2 6	27 24

Black wins

a. Not considered as aggressive as 15 18, but it has some reserved strength.

b. 2 6 and 15 18 are both good.

c. 31 26 is also playable:

31 26	12 19	32 27	7 10	27 23	17 26
15 19	27 24	8 11	14 7	19 26	19 10
24 15	11 15	17 13	3 10	30 23	Drawn
10 19	25 21	10 17	26 22	14 17	Kear
23 16	6 10	21 14	10 14	23 19	

d. Commenting on this take, Shearer remarks: "This relieves White from his difficulties." An examination of the succeeding play, however, makes this way of capturing so hazardous that it requires delicate handling on White's part to draw.

e. The "cook" to beat the (23 19) move.

f. 27 24 draws thus (Dempsey's Anti-Cook):

27 24	15 18	27 23	25 30	21 14	8 11
g12 16	h*32 27	22 25	*17 13	i30 25	26 23
19 12	18 22	23 18	10 17	31 26	3 8

Drawn

J. Dempsey

g. The powerful sacrifice, probably overlooked by Mr. Shearer, which places White immediately on the defensive. Mr. O'Grady no doubt saw the strength of the impending sacrifice.

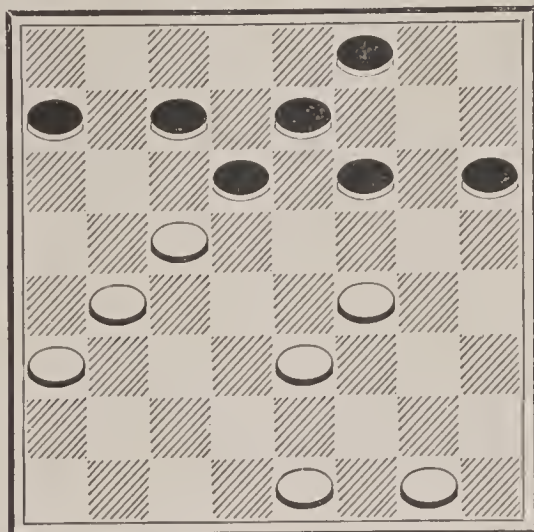
h. Submitted by J. Dempsey to draw and correct 24 19 followed by 19 15, which was previously published as a forced Black win.

i. If 8 11, then 31 27 is played.

j. The following pretty game between L. Ginsberg and R. D. Banks was played in Chicago a few months ago:

10 15	29 25	4 8	24 19	13 22	26 17
22 18	11 15	23 18	15 24	26 17	2 6
15 22	18 11	8 11	28 19	9 13	18 14
25 18	8 15	27 23	6 10	30 26	1 5
9 13	25 22	5 9	22 17	13 22	

and the position is now the same as in the text with the piece on 2 advanced one square. See diagram:



White to play and draw.

k31 27‡	18 27	18 15	22 26	14 7	24 15
11 15	32 23	13 22	21 17	31 27	3 8
27 24	6 9	15 6	26 31	17 14	Drawn
15 18	23 18	7 11	2 7	27 24	
24 20	9 13	6 2	3 10	7 3	

k. The key move to a subtle combination which just draws magnificently. 31 26, as played by R. D. Banks, loses neatly, thus:

31 26	6 9	14 7	16 23	14 10	23 18
11 15	23 18	3 10	17 14	30 26	B. W.
32 28	9 13	18 14	23 26	10 6	
15 24	26 22	11 16	22 18	26 23	
28 19	7 11	14 7	26 30	18 15	

l. 32 27, 15 19, 27 23, 19 26, 17 13, etc. Black wins.

GAME 276. Switcher 11 15 21 17.

O'Grady's Move.

11 15	10 19	9 14	3 7	19 26	26 30
21 17	23 16	22 17	32 27	30 14	10 6
9 13	12 19	13 22	h14 18	15 18	2 9
25 21	17 14	26 10	24 20	14 10	13 6
a5 9	9 18	7 14	7 11	18 22	30 26
29 25	22 15	1-27 24	15 10	21 17	6 2
b15 19	c6 9	d1 6	6 15	22 26	11 16
24 15	25 22	31 26	26 23	17 13	Drawn

- a. This line of attack has caused considerable comment in view of the Henderson-Jordan, Doran-Jordan cooks and counter-cooks published on this line. Jordan lost the White side in each case. This move is powerful and the White position requires delicate handling.
- b. Being a game down, Mr. O'Grady takes an off line, which, however, has some interesting points.
- c. Play on this move was published by H. Lieberman in the Baseball Bulletin and Athletic Review about five years ago. 7 10 is played in Shearer's Handbook, page 88, Trunk.

- d. Black varies from the Bulletin's analysis, which runs thus:

2	6	32	27	14	18	31	24	23	26	14	10
e24	20	6	10	16	11	14	18	22	17	19	24
f8	11	30	26	10	14	24	20	26	31		
15	8	11	15	g27	23	18	23	17	14		
4	11	20	16	18	27	26	22	31	26		

and White does not have the move for Peterson's Drawbridge.

- f. 3 7, 32 27, 14 18, 30 26, 7 11, 21 17, 18 22, 17 14, 11 18, 26 17, 19 23 just draws. Ginsberg vs. Lieberman.
- g. 27 24 loses by 1 6, etc.
- h. 7 11, 30 25, 11 18, 24 15, 6 10, etc. Drawn.

Var. 1.

30	26	23	16	26	22	22	17	32	27	10	7
2	6	8	11	7	11	11	16	10	15	19	26
27	23	15	8	31	27	27	23	17	10	7	3
3	7	4	20	6	10	1	5	15	19	26	30
Drawn											

- e. Occurs from a different order of moves in Shearer's Handbook, and same from the fifteenth move of trunk in that work to the end.

GAME 277. Bristol 12 16 22 18.

Lieberman's Move.

12 16	10 19	9 14	14 18	15 24	15 19
22 18	25 22	31 27	16 11	28 19	7 10
8 12	<i>c</i> 19 23	14 18	18 25	26 23	19 24
24 20	26 19	21 17	26 23	11 7	10 15
<i>a</i> 16 19	11 15	18 25	10 14	3 10	18 22
23 16	19 10	29 22	23 19	9 6	15 18
12 19	12 19	5 9	25 30	23 16	22 26
27 23	32 27	17 13	19 10	20 11	18 23
4 8	6 15	9 14	6 15	10 15	26 31
23 16	30 26	27 23	13 9	6 2	11 7
8 12	7 10	<i>d</i> 2 6	30 26	14 18	24 28
<i>b</i> 18 15	27 24	23 16	24 19	2 7	7 2

Black wins

- A Bristol position, arising thus: 11 16, 24 20, 16 19, 23 16, 12 19, 22 18, 8 11.
- Being a game down, White attempts to mix things.
- Varies from Game 43, where 9 14 was played.
- Regains the piece and position.

HARRAH B. REYNOLDS vs. JESSE B. HANSON.

GAME 278. Ayrshire Lassie 11 15 24 20.

Reynold's Move.

11 15	22 15	8 11	32 28	15 19	18 15
24 20	11 18	25 22	6 9	24 15	3 10
8 11	<i>b</i> 26 22	18 25	19 16	10 19	15 6
28 24	7 11	29 22	12 19	<i>d</i> 22 18	1 10
4 8	22 15	11 15	23 16	6 10	B. W.
23 19	11 18	27 23	2 6	<i>f</i> 11 7	
<i>a</i> 15 18	30 26	<i>c</i> 9 13	16 11	10 14	

- 9 14, 22 17, 15 18, 26 23 would bring the play into an old 14th.
- This is perhaps more forcible than 32 28.
- A powerful attack.
- | | | | | | |
|---------------|-------|------|-------|-------|---------|
| 20 16 | 19 23 | 11 7 | 10 15 | 21 14 | Drawn |
| <i>e</i> 9 14 | 26 19 | 3 10 | 19 10 | 9 25 | Stewart |
| 16 12 | 6 9 | 12 8 | 14 17 | 8 3 | vs. |
| | | | | | Wyllie |

- e. 6 10, 16 12, 1 6, 11 7, 10 14, 12 8, 3 10, 8 3, 13 17, 22 13, 14 18, 31 27, 10 15, 3 7, 9 14, 7 11. White wins. C. F. Barker beat Wyllie.
- f. An unaccountable oversight. 18 14, 10 17, 21 14, 9 18, 26 23, etc., as played between Hopewell vs. Bradford, will draw with extreme care, but the line is not recommended. The move at Note *d* is responsible for the weakness in the White position.

GAME 279. Bristol 11 15 24 20.

Hanson's Move.

11 15	a10 14	7 10	3 7	31 22	6 10
24 20	b18 15	31 27	12 3	25 18	14 7
15 19	14 18	10 19	9 13	1 6	2 20
23 16	27 23	16 12	3 10	20 16	Drawn
12 19	18 27	19 23	6 31	c13 17	
22 18	32 16	26 19	30 26	21 14	

- a. An aggressive line of play and urges some very complicated formations especially exploited by L. S. Head.
- b. 27 23 has been favored in match play, perhaps owing to the fact that it lessens Black's possibilities, viz., Jordan-Ferrie and Tanner-D'Orion matches.
- c. With a slight deviation, this game is a repetition of Game 47, Tanner vs. Nelson.

GAME 280. Paisley 12 16 24.19.

Reynold's Move.

12 16	22 18	16 20	25 22	2 6	29 22
24 19	10 14	31 27	b10 15	18 15	6 15
8 12	27 24	a6 10	19 10	11 25	e23 18
White wins					

- a. This move is generally played after 4 8.
- b. Now 4 8 is the accepted move. It is difficult to understand the meaning of the sacrifice at this stage, especially in view of the nature of this formation. There are no less than forty positions arising from divers openings that permit of such a stroke. See Var. 1 for the draw play after 4 8:

Var. 1.

4 8	28 24	14 21	24 19	9 13	23 18
19 16	8 12	18 14	7 10	32 28	Drawn
12 19	29 25	10 17	19 12	11 16	Lieber-
24 6	<i>c</i> 12 16	22 6	10 15	28 24	man
1 10	<i>d</i> 21 17	2 9	25 22	5 9	vs.
					Spielman

- c.* If 11 16, 32 28 looks very powerful. Ginsberg tried 10 15 against Doran in a match at Chicago, Ill., and escaped with a narrow draw, but should have lost. 11 15, 18 11, 7 16 inaugurates a new defense by H. Lieberman, and should eliminate all other play at this point.
- d.* 24 19, 2 6, 19 12, 10 15. Drawn.
- e.* This is the shortest game played in the tourney.

GAME 281. Paisley 12 16 24 19.

Hanson's Move.

12 16	<i>b</i> 7 10	2 11	12 19	9 13	19 23
24 19	27 24	31 24	18 15	29 25	26 19
8 12	16 20	<i>f</i> 11 16	4 8	6 9	14 17
22 18	19 16	24 20	20 16	15 6	21 14
10 14	20 27	16 19	8 12	1 10	10 26
<i>a</i> 25 22	16 7	23 16	16 11	<i>i</i> 11 7	30 23
					Drawn

- a.* A strong line of play.
- b.* The following pretty variation was played between Lieberman and Ginsberg:

16 20	11 18	<i>c</i> 14 17	20 27	22 26	23 27
19 15	26 22	21 14	32 16	<i>d</i> 11 7	30 26
4 8	2 7	10 17	8 12	26 31	27 31
22 17	22 15	23 18	21 17	7 2	26 23
9 13	7 10	17 22	12 19	31 26	31 27
17 10	23 19	25 21	17 14	2 9	<i>e</i> 23 19
7 14	3 7	5 9	19 23	26 22	W. W.
18 9	31 26	19 16	14 5	5 1	
5 14	1 5	12 19	7 10	22 15	
29 25	26 23	27 24	15 11	1 6	

- c.* Of course, 20 24, 27 20, 7 11 draws.
- d.* If 5 1, then 10 15 puts it up to White.

e. A splendid terminus to a pretty game won by Ginsberg.

f. 3 8 32 28 14 23 22 15 10 14
 *g*24 20 9 13 26 19 11 18 20 16
 *h*10 15 18 9 1 6 26 22 6 10
 28 24 5 14 30 26 18 25 24 20
 6 10 23 18 15 18 29 22 8 11 Drawn

g. 24 19 32 27 22 18 27 24 23 7
 11 16 9 13 8 11 20 27 14 23
 18 15 29 25 15 8 19 15 26 19
 16 20 5 9 4 11 10 19 Drawn

h. 12 16 loses by 22 17, 8 12, 26 22.

i. White misses the proper continuation, thus:

32 27 14 18 11 8 3 12 7 2
 10 15 24 20 12 16 11 7 16 20
 27 24 9 14 20 11 12 16

and White looks very strong.

GAME 282. Kelso 11 16 21 17 10 15.

Reynold's Move.

A repetition of Game 36. Kelso 10 15 21 17.

Doran vs. O'Grady.

GAME 283. Double Corner Dyke 11 16 21 17.

Hanson's Move.

11 16	17 13	8 11	23 19	19 23	17 14
21 17	1 6	32 27	15 24	2 7	<i>c</i> 32 28
9 14	29 25	11 15	28 19	15 19	22 18
25 21	7 10	<i>b</i> 31 26	11 15	7 11	30 25
<i>a</i> 16 19	25 21	2 7	19 16	23 26	14 9
24 15	8 12	27 24	12 19	11 15	6 10
10 19	27 24	7 10	20 16	26 30	9 5
23 16	4 8	24 20	19 24	17 14	25 21
12 19	22 18	3 7	16 11	9 18	5 1
17 10	15 22	26 23	15 19	15 22	28 24
6 15	24 15	19 26	11 7	24 28	<i>d</i> 1 5
21 17	10 19	30 23	10 15	21 17	
5 9	26 17	7 11	7 2	28 32	Drawn

a. Forms the Double Corner Dyke.

- b. Loses. Reynolds passes up a clean-cut draw by 27 23, pointed out by the eminent Western analyst, F. Hopewell, in the San Francisco Post.
- c. Hanson could have qualified for fifth or sixth prize by simply playing his king 32 27, 22 18, 30 26, and Reynolds would have been compelled to resign the game and his place in the tourney.
- d. If 1 6, 21 17, 6 15, 24 28. Black wins.

GAME 284. Kelso 10 15 21 17.

Reynold's Move.

10 15	18 9	10 26	15 11	16 19	6 10
21 17	5 14	31 22	14 18	24 15	18 23
11 16	25 21	7 10	23 14	31 24	7 3
a22 18	7 10	25 21	9 18	6 1	12 16
15 22	24 19	d6 9	19 15	24 19	11 7
25 18	11 16	13 6	18 22	15 10	20 24
16 20	26 22	2 9	15 10	5 9	7 2
17 13	3 7	22 18	22 26	10 7	23 27
8 11	30 25	10 14	10 6	9 14	Drawn
29 25	b14 17	18 15	26 31	1 6	
9 14	21 14	1 5	28 24	14 18	

- a. This line of the Kelso, so popular during the International Match, is slowly being replaced by the 24 19, 23 18 and 17 14 lines.

- b. Varies from Buchanan-Head game in the "International," where the former played 4 8 to coax 22 18 or 22 17, thus:

22 18	10 17	31 22	1 5	18 15	10 17
14 17	c25 22	7 10	28 24	7 11	15 10
21 14	17 26	22 17	2 7	17 14	

and Buchanan won.

- c. 28 24 25 21 18 14 21 14 14 10 19 10
7 10 17 22 10 17 22 25 6 15 25 30

Drawn
Heffner

- d. Varies from Searight-Horr, Game 57, International Match, where the former played 4 8 with a drawn result.

GAME 285. Kelso 10 15 21 17.

Hanson's Move.

10 15	25 21	12 19	16 11	20 24	7 16
21 17	7 10	23 16	19 24	11 8	14 18
11 16	26 22	11 15	27 23	22 26	16 11
22 18	11 15	16 12	24 27	30 23	10 14
15 22	<i>a</i> 24 19	7 11	8 3	19 26	17 10
25 18	15 24	26 23	27 31	16 11	6 15
16 20	28 19	15 18	<i>d</i> 3 8	<i>e</i> 26 23	12 16
17 13	3 7	<i>c</i> 12 8	31 27	8 3	23 26
8 11	31 26	18 22	23 19	24 27	21 17
29 25	4 8	23 19	27 23	11 7	26 22
9 14	22 17	11 15	19 16	2 11	32 28
18 9	<i>b</i> 8 11	19 16	23 19	3 7	22 25
5 14	19 16	15 19	8 12	27 31	16 19
Drawn					

a. In the Missouri-Kansas Interstate Match Ginsberg played 23 18 at this stage (nondescript) and the following pretty play ensued:

23 18	12 16	21 14	7 16	20 11	4 8
14 23	22 18	20 27	13 9	13 17	Drawn
27 11	16 20	32 23	6 13	23 19	
20 27	18 14	3 7	24 20	17 21	
31 24	10 17	28 24	1 6	19 16	

<i>b.</i> 7 11	26 23	10 15	17 14	11 15	
19 16	8 12	18 14	10 17	10 7	
12 19	23 18	15 19	21 14	15 19	
23 7	14 23	14 9	19 23	7 3	
2 11	27 18	6 10	14 10	12 16	Drawn

c. If 30 25, Black draws by 6 9, 13 6, 2 9, 17 13, 10 15, 13 6, 1 10. Drawn.

d. White gets a powerful game by 23 19, but it is difficult to say that the position is a White win.

e. 26 22, 8 3, 24 28, 11 7, 2 11, 3 7, 11 15, 7 2, 6 9 and the position is ultimately a draw. J. B. Hanson.

GAME 286. Single Corner 11 15 22 18.

Reynolds' Move.

11 15	8 12	13 17	10 17	30 25	18 23
22 18	24 19	22 13	21 14	28 24	8 3
15 22	7 10	14 18	18 22	32 27	23 26
a25 18	32 27	23 7	14 9	24 19	31 22
8 11	9 13	16 32	22 25	27 24	25 18
29 25	18 9	21 17	9 5	19 15	1 5
4 8	5 14	3 10	25 30	24 19	18 14
24 20	22 18	30 25	5 1	15 11	3 8
12 16	1 5	11 15	6 10	19 15	15 10
25 22	18 9	25 21	c13 9	11 8	8 11
10 14	5 14	15 18	10 14	14 18	10 6
27 24	b26 22	17 14	1 6	6 1	B. W.

a. The Single-Corner opening. There is more published play on this opening than any other.

b. A hazardous line and at best is only a very narrow draw. The safest continuation is:

27 24	14 17	31 22	10 14	22 13	
3 7	21 14	7 10	25 21	6 9	
26 22	10 26	30 25	13 17	13 6	Drawn Drummond

c. No hope after this move.

GAME 287. Single Corner 11 15 22 18.

Hanson's Move.

11 15	21 14	4 8	32 27	3 10	3 7
22 18	6 10	24 19	11 16	17 14	5 9
15 22	29 25	16 23	26 23	10 17	31 26
25 18	10 17	27 18	2 6	19 15	22 31
a12 16	25 21	8 12	24 19	17 22	7 11
b18 14	c17 22	28 24	6 10	15 8	31 24
9 18	26 17	1 6	21 17	9 13	11 27
23 14	8 11	30 26	7 11	8 3	Drawn
10 17	17 14	6 9	14 17	13 17	

a. This is a very good line, and in point of strength is slightly superior to 8 11.

b. Inferior to 29 25, but quite popular on account of its restricting advantages.

c. The text move is poor for an attempt to regain lost ground. 1 6, as played by Henderson vs. Banks, seems to give more winning possibilities.

MAJOR TOURNEY.

For 5th and Sixth Prizes.

HARRAH B. REYNOLDS vs. HARRY LIEBERMAN.

GAME 288. Dundee 12 16 24 20.

Reynolds' Move.

12 16	29 22	4 8	19 10	14 17	7 3
24 20	c8 11	27 23	6 15	18 14	27 31
8 12	17 13	14 17	13 9	19 24	3 8
28 24	11 16	21 14	5 14	14 9	31 22
9 14	20 11	10 17	22 13	6 10	8 24
a22 17	7 16	32 27	1 6	9 6	22 26
3 8	23 19	8 11	30 25	10 15	20 11
b25 22	16 23	27 24	d12 16	6 2	26 28
16 19	26 19	7 10	25 22	24 27	11 7
24 15	2 7	24 20	15 19	2 7	17 22
11 25	31 26	10 15	22 18	15 19	7 2

Drawn

- 22 18 is considered best, yet the text move is equally as strong and has more winning chances, as the majority of players do not know it as well.
- 26 22 is a great favorite with Mr. Lieberman, and it seems strange he should play 25 22.
- The 12 16 cut is more frequently played.
- The end game seems forced from this point.

GAME 289. Dundee 12 16 34 20.

Lieberman's Move.

12 16	24 15	4 8	32 27	d6 22	26 22
24 20	11 25	c24 19	24 28	17 10	32 27
8 12	29 22	8 11	27 24	2 6	23 18
28 24	a8 11	22 17	28 32	26 17	27 23
9 14	17 13	5 9	24 20	6 15	18 14
22 17	11 16	26 22	32 28	13 6	23 18
3 8	20 11	16 20	30 26	1 10	14 7
25 22	7 16	22 18	10 15	31 26	e18 25
16 19	b27 24	20 24	19 10	28 32	Drawn

- Both players prefer the text move to 12 16.
- This move is equally as good as 23 19, and was a great favorite with the late C. F. Barker.

- c. Barker preferred 24 20, which is stronger.
- d. Mr. Reynolds plays the game very fine from this point and draws very neatly.
- e. A good original game.

GAME 290. Kelso 10 15 22 17.

Reynolds' Move.

10 15	6 10	15 18	11 20	2 6	8 12
22 17	25 21	22 15	17 13	c18 15	15 8
11 16	1 6	11 18	10 17	3 8	19 24
a1-17 14	29 25	b30 25	21 14	32 27	28 19
9 18	4 8	18 23	6 10	12 16	16 30
23 14	24 20	27 18	25 21	27 23	18 15
8 11	16 19	8 11	10 17	7 11	30 25
21 17	25 22	20 16	21 14	23 18	14 10

White wins

- a. A powerful attack.
- b. A beautiful coup and appears to paralyze the Black game.
- c. The climax to a beautiful mid-game.

Var. 1.

23 18	29 25	28 24	20 11	17 14	6 2
15 22	4 8	11 15	7 16	11 15	18 22
25 18	d17 14	24 20	14 7	14 10	2 6
9 14	16 19	e1 6	2 11	16 19	19 23
18 9	24 15	25 21	27 24	24 20	6 10
6 22	11 18	6 10	18 22	15 18	23 26
26 17	21 17	30 25	25 18	10 6	10 15
8 11	8 11	12 16	15 22	22 25	26 30

Drawn

- d. 24 19 is regular. The text move admits of some neat cross-board play.
- e. 15 19 also draws.

GAME 291. Kelso 10 15 22 17.

Lieberman's Move.

10 15	8 11	15 18	10 17	31 26	5 9
22 17	29 25	27 24	19 10	20 16	6 2
11 16	4 8	19 23	17 22	12 19	9 14
23 18	<i>a</i> 24 20	14 10	21 17	24 15	2 6
15 22	16 19	6 15	22 26	8 11	22 17
25 18	25 22	31 26	17 13	15 8	6 9
9 14	11 15	7 10	26 31	3 12	14 18
18 9	17 14	26 19	10 6	28 24	9 13
6 22	1 6	18 23	2 9	26 22	17 14
26 17	22 17	<i>c</i> 17 14	13 6	24 19	19 15

Drawn

- Leaves the beaten path, where 24 19 is played.
- Mr. Reynolds opens a very fine combination, and from all appearances it is perfectly sound.
- From here to the end the play is of a very high order.

GAME 292. Double Corner 11 16 22 17.

Reynolds' Move.

11 16	7 16	11 15	16 19	<i>d</i> 7 10	30 26
22 17	25 22	<i>b</i> 23 18	<i>c</i> 32 28	12 8	11 15
9 14	4 8	15 24	20 24	6 9	26 23
25 22	22 18	18 9	18 15	8 3	15 6
8 11	3 7	6 13	19 23	19 23	23 16
22 18	18 9	28 19	26 19	28 19	6 1
<i>a</i> 1-11 15	5 14	16 23	1 6	23 26	16 19
18 11	26 22	27 18	19 16	3 8	1 5
16 20	8 11	12 16	10 19	26 30	W. W.
29 25	24 19	30 26	16 12	8 11	

- Bad, if not an absolute loss.
- The White game looms up strong after this break.
- The key to the white game.
- Loses. The following will draw: 6 10, 12 8, 7 11, 8 3, 11 15, 3 8, 19 23, 28 19, 15 24, 8 11, 24 28.
Drawn.

Var. 1.

16 20	24 19	15 18	9 5	31 26	30 25
18 9	18 22	22 15	15 19	3 8	16 20
5 14	19 16	10 28	23 18	26 19	25 21
29 25	12 19	17 10	19 24	8 24	20 24
11 15	23 7	6 15	<i>e</i> 27 23	20 27	21 17
25 22	2 11	13 9	7 11	32 23	24 27
7 11	28 24	8 12	14 10	28 32	17 13
17 13	11 15	21 17	24 27	18 14	27 31
4 8	26 23	12 16	10 7	32 27	18 15
22 17	22 26	17 14	27 31	23 18	31 26
15 18	31 22	3 7	7 3	27 23	Drawn

e. 18 15 only draws.

MINOR TOURNEY.

First Round.

J. W. BOLTON vs. J. T. BRADFORD.

GAME 293. Bristol 11 16 22 18.

Bolton's Move.

11 16	25 22	7 14	<i>d</i> 25 22	<i>f</i> 6 10	13 9
22 18	<i>b</i> 9 14	29 25	8 11	<i>g</i> 30 26	3 8
<i>a</i> 16 19	18 9	4 8	26 23	11 16	26 22
24 15	5 14	27 23	<i>e</i> 11 15	28 24	W. W.
10 19	22 17	2 7	31 27	<i>i</i> 15 18	
23 16	<i>c</i> 8 11	23 16	7 11	17 13	
12 19	17 10	11 20	22 17	10 15	

a. Played for originality. 8 11 is usually adopted.

b. 8 11 is better, as White has too much scope after 9 14.

c. 7 10 is preferable, thus:

7 10	6 15	1 5	7 10	15 24	11 15
27 24	21 17	25 21	26 22	28 19	22 18
8 12	4 8	5 9	9 14	8 11	15 29
24 15	32 27	17 13	22 17	30 25	19 15
10 19	3 7	2 6	19 23	23 26	Drawn
17 10	29 25	27 24	24 19	31 22	

J. F. Roberts vs. L. Ginsberg

d. White has gradually developed a powerful game.

- e. There is no hope after this. 6 10 may possibly draw.
- j. If 11 16, 17 10, 15 19, then 10 7, 19 26, 30 23, 3 10, 28 24. White wins.
- g. Bradford misses the proper continuation: 28 24, 3 8, 30 26, 1 6, 26 22, 6 9, 23 18, 14 23, 27 18, 20 27, 32 23, 8 12, 17 13. White wins.
- h. 15 18, 22 15, 11 18, 24 19, 8 12, 17 13, 18 22, 23 18, 14 23, 27 18, 22 25, 21 17, 25 30, 18 14. White wins.
- i. The following draws: 1 6, 26 22, 16 19, 23 16, 14 18, 16 11, 18 25, 11 7, 15 19, 24 15, 10 19, 7 2, 19 24. Drawn.

GAME 294. Paisley 11 16 22 18.

Bradford's Move.

11 16	2 14	16 19	b31 27	11 15	c28 24
22 18	9 18	24 15	9 18	29 25	15 18
8 11	23 14	11 27	23 14	1 6	22 15
18 14	4 8	32 23	8 11	26 23	7 10
10 17	a27 23	6 9	25 22	12 16	B. W.

- a. No doubt a desperate attempt to even up the score. 26 23 is better. See game 206.
- b. 23 18 may be better, but White's position is so weak that it is out of the question to show a sound draw.
- c. A bad blunder, but White is beaten anyway.

GAME 295. Paisley 12 16 24 19.

Bolton's Move.

12 16	11 15	15 24	11 15	10 14	16 19
24 19	29 25	9 5	18 11	19 15	18 14
16 20	15 24	24 28	7 23	14 17	6 9
a22 18	28 19	25 22	26 19	15 11	13 6
9 14	8 11	4 8	6 10	12 16	1 17
18 9	22 18	23 19	21 17	27 23	5 1
5 14	10 15	8 12	2 6	17 22	19 24
25 22	18 9	22 18	17 13	23 18	b1 6
Drawn					

- a. 11 15 is better and would have been the more natural move to mix it.
- b. An evenly balanced game.

W. H. GECKLER vs. J. HOWE, Jr.

GAME 296. Irregular 11 15 22 17.

Geckler's Move.

11 15	23 14	6 9	30 26	10 15	22 8
22 17	9 18	23 14	b8 11	24 19	4 11
15 18	a26 23	9 18	26 22	15 24	28 19

W. W.

- a. 17 13 would throw the game into the Maid of the Mill.
- b. Loses. 1 6, 26 23, 6 9, 23 14, 9 18, 25 22, 18 25, 29 22, 8 11, 27 23, etc. Drawn.

GAME 297. Dyke 11 15 22 17.

Howe Jr.'s Move.

11 15	27 23	2 11	3 7	17 21	16 11
22 17	8 12	17 14	19 23	23 19	19 16
15 19	23 16	10 17	7 10	21 25	11 8
24 15	12 19	21 14	18 22	24 20	16 11
10 19	31 27	25 29	10 15	25 30	8 4
23 16	3 8	14 10	5 9	28 24	22 18
12 19	27 24	11 16	15 18	30 26	12 8
a17 13	9 14	10 7	23 26	20 16	18 15
8 11	25 21	16 19	30 23	26 23	8 3
b21 17	c14 18	7 3	9 13	24 20	15 19
4 8	26 23	15 18	18 25	23 27	Drawn
25 22	18 25	24 15	29 22	16 12	
11 15	23 16	6 9	d32 27	27 24	
29 25	8 11	13 6	13 17	19 16	
7 10	16 7	1 19	27 24	24 19	

- a. 25 22 is preferable.

- b. Again 25 22 is decidedly best, thus:

25 22	11 15	25 22	15 24	17 14	2 7
4 8	27 23	14 18	28 19	28 32	10 6
22 18	8 12	22 17	10 14	13 9	1 10
9 14	23 16	19 24	17 10	32 28	9 5
18 9	12 19	27 20	6 24	14 10	Drawn
5 14	32 27	18 23	21 17	28 24	
29 25	7 10	26 19	24 28	30 26	

c. Very poor and no doubt loses. Black misses a win, thus:

8 12	30 25	10 17	13 6	16 20	21 17
32 27	12 16	21 14	1 17	25 21	6 10
14 18	17 14	6 9	22 13	2 6	B. W.

d. The easiest continuation for White to win would run:

28 24	17 21	16 11	30 26	7 3	
13 17	20 16	25 30	23 19	26 23	
24 20	21 25	11 7	22 18	19 16	W. W.

GAME 298. Edinburgh 9 13 22 17.

Geckler's Move.

9 13	29 25	6 10	26 19	1 5	<i>e</i> 22 17
22 17	<i>b</i> 11 15	<i>c</i> 23 18	<i>d</i> 10 14	18 9	14 18
13 22	24 19	14 23	30 26	5 14	23 14
25 18	15 24	27 18	4 8	31 26	16 23
<i>a</i> 10 14	28 19	11 15	26 23	2 6	17 13
18 9	8 11	18 11	8 11	26 22	<i>h</i> 6 10
5 14	25 22	7 23	22 18	11 16	Drawn

a. Not very often played. 6 9 and 11 15, as played in Game 193, are more usual.

b. White develops a strong center.

c. 22 18 is very much stronger, thus: 22 18, 1 5, 18 9, 5 14, 26 22, 11 15, 32 28, 15 24, 28 19, 4 8, 22 18, 14 17, 21 14, 10 17, 18 14, and White is strong.

d. 4 8 also draws, as follows:

4 8	18 14	3 7	26 23	2 11	19 15
22 18	10 17	31 26	7 10	32 27	11 18
8 11	21 14	11 16	14 7	16 20	23 14
Drawn					

e. 32 28, *f*3 7, *g*22 18, 6 9, 18 15, 16 20, 15 10, 7 11, 10 7, 11 16. Drawn.

f. Black can draw by 16 20; also as follows: 16 20, 19 15, 3 7, 22 17, 7 10, 15 11, 6 9, 17 13, 10 15, 13 6, 12 16. Drawn.

g. If 28 24, then 14 18, 22 15, 16 20 draws.

h. A good, original, cross-board game.

GAME 299. Edinburgh 9 13 22 17.

Howe's Move.

9 13	21 14	11 16	<i>e</i> 8 4	19 24	24 27
22 17	10 26	18 11	12 16	16 19	32 28
13 22	31 22	16 23	24 20	24 28	23 18
<i>a</i> 26 17	7 10	<i>d</i> 11 8	16 19	19 24	11 16
11 15	29 25	10 15	20 16	28 32	27 23
25 22	8 11	17 14	27 32	30 26	28 24
5 9	27 24	15 18	16 12	32 28	18 14
17 13	<i>c</i> 11 15	22 15	32 27	24 27	24 19
9 14	25 21	23 27	4 8	18 15	23 18
<i>b</i> 24 19	4 8	32 23	27 23	26 23	16 11
15 24	23 18	6 10	8 11	28 32	18 22
28 19	8 11	15 6	23 18	27 24	19 15
14 17	21 17	2 27	11 16	15 11	B. W.

- a.* Varies from preceding game and is not to be recommended, as Black secures a powerful game.
- b.* White should lose after this. 22 17 is very much better, but a satisfactory draw for White would be hard to show.
- c.* Black could force an easy win by 11 16, thus:

11 16	32 23	8 11	14 9	2 9	23 16
22 17	4 8	17 14	7 10	26 22	12 19
16 20	30 26	10 17	9 5	10 14	B. W.
23 18	3 7	21 14	6 9	19 15	
20 27	25 21	11 16	13 6	16 19	

- d.* White might have squeezed through by 24 20, 10 15, 11 8, etc.
- e.* Again 24 20 would have been better, but it would not alter the result.

L. T. BROOKING vs. W. T. COOPER.

GAME 300. Switcher 11 15 22 17.

Brooking's Move.

11 15	13 22	15 22	1 6	8 15	14 18
22 17	26 17	32 28	27 23	6 2	7 11
9 13	<i>b</i> 15 18	6 10	22 26	5 9	18 25
<i>a</i> 25 22	24 20	24 19	31 22	17 13	30 21
8 11	2 6	11 15	6 9	9 14	15 18
17 14	29 25	23 18	15 6	13 9	11 15
10 17	18 22	15 24	9 27	15 19	19 23
21 14	25 18	28 19	19 15	2 7	15 22
6 10	10 15	<i>c</i> 3 8	7 10	10 15	27 32
22 17	28 24	18 15	15 11	9 6	<i>d</i> 6 2
					W. W.

- a.* 24 20, 13 22, 25 11, 8 15, forms the Wagram.
- b.* Varies from Lieberman vs. O'Grady game, where 4 8 was played.
- c.* 1 6 loses by 20 16, 3 8, 27 24, 8 11, 24 20, 4 8, 31 27. White wins.
- d.* The game up to this stage is standard play and has been published years ago. Mr. Brooking, however, lost the game on a slip, due to the fatigue from the first week's play.

GAME 301. Dyke 11 15 22 17.

Cooper's Move.

11 15	10 19	8 11	9 13	6 9	11 15
22 17	23 16	<i>a</i> 30 25	<i>e</i> 17 14	32 27	B. W.
15 19	12 19	<i>b</i> 4 8	11 16	<i>f</i> 8 11	
24 15	25 22	22 18	27 23	<i>g</i> 27 24	

- a.* 27 23, as played in Games 190 and 191 by Lieberman vs. Hill, is more popular.

b. 11 15 is also drawable, thus:

11 15	12 19	9 13	9 13	11 15	15 18
27 23	17 14	25 21	18 15	10 7	6 2
4 8	6 10	6 9	13 22	2 11	18 23
23 16	32 27	27 23	15 10	14 10	14 10
8 12	10 17	13 17	22 25	25 30	11 16
22 18	21 14	23 16	16 12	10 6	2 6
<i>c</i> 15 22	1 6	17 22	7 11	30 25	16 20
25 18	29 25	26 17	21 17	17 14	Drawn

Martins vs. McKerrow

<i>c.</i> 12 19	9 14	5 9	16 20	2 7	22 31
18 11	17 10	21 17	22 18	15 11	29 25
7 16	6 15	3 8	15 22	8 15	Drawn
25 22	32 27	<i>d</i> 27 24	24 15	31 27	J. Smith

<i>d.</i> 27 23	1 10	28 19	28 32	17 13	
8 12	23 16	15 24	29 25	27 23	
17 13	12 19	26 22	20 24	18 14	
16 20	22 17	24 28	25 21	10 17	
13 6	19 24	22 18	32 27	21 14	Drawn

Barker vs. Reed

e. 18 14 is usually played:

18 14	11 16	23 16	7 10	21 17	14 17
13 22	27 23	12 19	14 7	1 6	25 21
25 18	6 9	27 24	2 20	17 13	17 22
8 12	31 27	20 27	18 15	9 14	Drawn
29 25	16 20	32 16	3 7	26 23	

Drummond

f. 8 12 is preferable.

g. A bad slip; 25 22 gives White a fine game.

GAME 302. Dundee 12 16 22 17.

Brooking's Move.

12 16	22 18	4 8	18 14	22 25	12 8
22 17	9 14	27 23	3 7	27 23	2 6
16 19	18 9	<i>a</i> 9 13	<i>c</i> 14 9	25 30	31 26
24 15	6 22	23 18	15 18	23 19	6 9
10 19	26 17	<i>b</i> 8 11	22 8	30 25	8 4
23 16	5 9	32 27	13 22	19 16	9 13
11 20	29 25	7 10	26 17	25 22	3 8
25 22	11 15	30 26	6 22	16 12	13 17
8 11	25 22	1 6	8 3	22 18	Drawn

- a.* Very much better than 7 10, as played in Game 11.
b. 7 11, 30 26. Drawn. See notes to Game 11.
c. White misses a win. The position is the same as note *c* at the fifth move, of Game 11.

THOS. PATTERSON vs. A. W. VALENTINE.

GAME 303. Kelso 10 15 23 19.

Patterson's Move.

10 15	26 23	15 24	31 26	14 17	20 2
23 19	5 9	28 19	9 14	22 18	27 31
7 10	17 13	1 5	18 9	6 9	2 6
22 17	3 7	22 18	5 14	13 6	31 22
9 14	29 25	14 17	25 22	2 9	6 13
25 22	<i>a</i> 8 11	21 14	17 21	18 15	4 8
11 16	<i>d</i> 24 20	10 17	27 24	11 27	24 20
					W. W.

- a.* A published loss; the proper continuation is 1 5, thus:

1 5	26 23	10 17	8 3	22 17	15 11
22 17	18 22	21 14	29 25	14 9	14 10
8 11	25 18	6 10	3 10	5 14	16 19
31 26	15 22	13 6	25 22	10 7	23 27
16 20	23 18	2 9	18 14	14 18	19 24
19 16	22 25	16 12	9 18	7 16	27 32
12 19	<i>b</i> 24 19	10 17	27 24	18 23	Drawn
23 16	25 29	12 8	20 27	19 15	
14 18	17 14	17 21	32 14	17 14	

Robertson

- b.* 17 14 also draws, thus:

17 14	18 11	24 19	21 17	14 9
10 17	9 18	22 26	<i>c</i> 30 25	5 14
21 14	30 21	28 24	17 14	13 9
11 15	18 22	26 30	6 10	Drawn

- c.* 30 26 loses by the following shot: 27 23, 20 27, 16 12, 7 16, 12 8. White wins. Martins.

- d.* The correct move, which Mr. Valentine immediately takes advantage of.

GAME 304. Kelso 10 15 23 19.

Valentine's Move.

10 15	16 23	11 27	15 24	7 14	<i>d</i> 3 7
23 19	26 19	32 23	28 19	30 26	Drawn
<i>a</i> 7 10	8 11	2 7	10 15	14 18	
21 17	17 13	31 26	19 10	22 15	
9 14	4 8	8 11	6 15	5 9	
25 21	<i>c</i> 27 23	25 22	23 18	13 6	
11 16	15 18	11 15	14 23	1 19	
<i>b</i> 29 25	22 15	24 20	26 10	21 17	

- 6 10 is another strong line, and involves quite an amount of play.
- Varies from preceding game where 26 23 is played. The text move was probably played to get away from published dope.
- If 22 17, then 14 18. Black wins.
- An evenly contested cross-board game.

GAME 305. Old Fourteenth 11 15 23 19.

Patterson's Move.

11 15	15 24	6 24	20 27	1 10	18 23
23 19	28 19	21 17	14 9	5 1	25 21
8 11	8 11	12 16	27 31	15 18	23 26
22 17	32 28	20 11	25 21	1 6	13 9
4 8	11 15	7 16	31 26	2 9	26 30
25 22	<i>c</i> 30 25	17 14	29 25	13 6	9 6
9 13	15 24	16 20	26 23	18 14	30 26
27 23	28 19	22 17	17 13	17 13	6 2
<i>a</i> 15 18	5 9	13 22	23 18	10 15	26 22
23 14	14 5	26 17	21 17	6 1	5 1
<i>b</i> 11 15	10 14	24 27	18 15	15 18	22 18
24 20	17 10	31 24	9 6	1 5	1 6

Drawn

- This move caused quite a controversy many years ago as to whether it was sound for a draw.
- J. Bertie gave a lot of play to show that 11 16 was a draw, but it is possible that Bertie's play may be improved upon.
- 28 24 should win, thus: 28 24, 6 9, 30 25, 9 18, 17 14, 10 17, 19 10, 7 14, 22 15. White wins. P. P.

GAME 306. Whilter 11 15 23 19.

Valentine's Move.

11 15	26 23	12 19	22 17	21 25	26 23
23 19	16 20	23 16	11 16	29 22	7 11
7 11	30 26	14 17	c12 8	6 9	17 14
21 17	3 7	21 14	4 11	13 6	5 9
9 14	b25 21	10 17	26 23	2 25	B. W.
a17 13	8 11	16 12	15 18	31 26	
11 16	19 16	17 21	23 14	11 15	

- 25 21 would bring the play into the Whilter.
- Very weak; 22 18, 15 22, 25 9, 5 14, 19 16, 12 19, 24 15, 10 19, 23 16, 8 12, 27 23, 12 19, 23 16, 14 17 would be the proper caper for White.
- White cannot do very much better.

PETER DORAN vs. A. CARLSON.

GAME 307. Irregular 11 15 22 17.

Doran's Move.

11 15	b30 25	15 24	19 15	25 22	27 24
22 17	15 24	28 19	10 26	18 15	32 27
9 14	27 20	7 11	17 3	6 10	24 19
a24 19	4 8	22 18	26 30	15 6	27 24
15 24	c23 19	3 7	3 8	1 10	11 15
28 19	8 11	18 9	20 24	8 11	10 14
8 11	26 23	5 14	25 22	24 28	B. W.
25 22	11 15	20 16	30 25	31 27	
11 15	32 28	11 20	22 18	28 32	

- Very weak; 23 19, or 25 22 as played in next game, is preferable.
- About as good as any.
- Loses outright; 22 18 is much better, but it is doubtful whether it would alter the result.

GAME 308. Whilter 11 15 22 17.

Carlson's Move.							
11 15	25 22	e14 18	3 8	7 10	7 3		
22 17	15 24	22 8	18 14	16 20	9 14		
9 14	27 11	10 14	8 12	2 6	17 10		
25 22	8 15	17 10	14 10	11 7	6 15		
7 11	31 27	6 31	12 16	10 15	13 9		
17 13	15 19	28 24	10 6	20 16	15 11		
a3 7	23 16	31 27	11 8	15 18	9 5		
22 17	12 19	24 20	2 7	16 19	1 6		
11 16	c26 23	27 24	8 4	18 22	5 1		
b24 19	19 26	20 16	6 2	19 23	6 10		
15 24	30 23	24 19	4 8	22 25	Drawn		
28 19	4 8	16 11	2 6	23 18			
7 11	23 19	19 23	8 11	25 30			
29 25	8 11	8 3	6 2	18 22			
11 15	d32 28	23 18	21 17	5 9			

- a. 11 16 is very much better and runs into the Double Corner.
- b. 23 19, 16 23, 27 9, 5 14, 26 23 is very powerful and analysis will undoubtedly show a win for White.
- c. 32 28 is safer, thus:
- | | | | | | | |
|-------|-------|-------|-------|-------|-------|--|
| 32 28 | 8 12 | 26 23 | 2 7 | 18 15 | | |
| 4 8 | 23 16 | 19 26 | 22 18 | 10 26 | | |
| 27 23 | 12 19 | 30 23 | 5 9 | 17 3 | Drawn | |
- d. 27 23 draws, as follows: 27 23, 5 9, 32 28, 11 15, 28 24, 1 5, 24 20, 15 24, 23 19. Drawn.
- e. An unusual shot which gives Black the better position, but still White can draw.

GAME 309. Kelso Cross 10 15 23 18.

Doran's Move.

10 15	d18 15	9 13	15 11	14 17	8 4
23 18	11 18	31 27	20 24	21 14	10 14
12 16	23 7	5 9	23 18	9 27	4 8
a26 23	16 23	27 24	1 5	15 11	27 24
8 12	27 18	4 8	11 8	27 31	19 15
b24 19	3 10	24 19	10 14	8 3	14 17
15 24	30 26	8 12	18 15	31 27	22 18
28 19	12 16	18 15	24 27	11 8	17 21
c7 10	e26 23	16 20	32 23	6 10	25 22

and continues 24 19, 15 11, 19 23, 18 14, 23 26, 22 18, 2 6, 29 25, 21 30, 18 15, 26 23. Black won.

a. This way of playing the Kelso-Cross insures less complications than the usual 21 17 move.

b. 30 26 is probably stronger. See note to Game 187.

c. Appears new. It is hard to tell whether this is a "Cook" or just an attempt to throw the game into original lines; 16 20, as played in Game 30, is generally adopted.

d. This exchange takes the heart out of the White game. 22 17 is very much better, thus:

22 17	25 22	32 28	30 26	1 5	12 19
9 14	16 20	15 24	8 11	18 9	23 7
18 9	17 13	28 19	22 18	5 14	2 11
5 14	11 15	4 8	1 5	19 16	29 25

Drawn

e. No hope after this. 22 17 is better, but Black has a commanding position.

J. H. SCOTT vs. A. H. BARNES.
GAME 310. Switcher 11 15 21 17.

Scott's Move.

11 15	26 17	5 9	19 15	<i>d</i> 8 11	26 22
21 17	15 18	14 5	25 29	24 19	25 30
9 13	24 20	11 15	27 24	22 17	22 17
25 21	<i>a</i> 2 6	19 10	29 25	10 6	30 26
8 11	29 25	7 21	26 23	1 10	17 13
17 14	18 22	32 28	25 22	5 1	9 14
10 17	25 18	22 25	23 19	17 14	1 5
21 14	10 15	31 26	4 8	28 24	26 23
6 10	28 24	25 29	15 10	14 9	13 9
22 17	15 22	<i>c</i> 23 19	6 15	30 26	B. W.
13 22	<i>b</i> 24 19	29 25	19 10	21 25	

- a.* Varies from next game, where 4 8 is played.
b. 32 28 is best; 24 19 is generally held back a few moves.
c. Loses; 28 24 is proper.
d. Black cinches the win.

GAME 311 Switcher 11 15 21 17.

Barnes' Move.

11 15	21 14	<i>a</i> 15 18	19 10	9 18	27 23
21 17	6 10	24 20	6 29	23 14	8 11
9 13	22 17	2 6	32 27	11 15	28 24
25 21	13 22	<i>b</i> 23 19	1 6	17 13	12 16
8 11	26 17	18 23	31 26	7 10	B. W.
17 14	4 8	27 18	6 9	14 7	
10 17	29 25	10 15	26 23	3 10	

- a.* 2 6 and 1 6 are both good lines.
b. Inexcusable blunder, as 23 19 at any stage in this line of the Switcher is bad. P. P. gives the following to draw:

28 24	24 15	27 23	26 22	16 11	11 2
11 15	10 19	18 27	9 18	7 16	1 6
30 26	23 16	32 16	22 15	20 11	Drawn
<i>c</i> 15 19	12 19	6 9	8 12	3 7	

- c.* If 6 9, then comes Wyllie's spectacular shot, thus:
 6 9, 24 19, 15 24, 20 16, 12 19, 27 20, 18 27, 31 6,
 1 10, 26 22, 9 18, 22 6. White wins.

GAME 312. Dundee 12 16 21 17.

Scott's Move.

12 16	4 8	12 19	10 15	1 6	9 13
21 17	19 16	23 16	17 10	30 26	17 14
<i>a</i> 16 19	9 14	<i>c</i> 20 24	7 14	14 18	13 17
<i>b</i> 23 16	25 21	28 19	16 11	23 14	22 13
11 20	11 15	15 24	6 9	9 18	18 23
17 13	22 17	26 23	13 6	26 22	27 18
8 11	8 12	<i>d</i> 24 28	2 9	5 9	<i>e</i> 15 29
24 19	27 23	29 25	31 27	21 17	Drawn

- 9 13 and 16 20 are more often played.
- 24 15 is the better jump.
- As good as anything.
- 10 15 would have given Black a fine game with a man down, thus: 10 15, 17 10, 7 14, 23 19, 15 18, 16 11, 18 23, 32 28, 24 27, 31 24, 23 27, and Black is strong.
- White has managed the game in fine style.

GAME 313. Dundee 12 16 21 17.

Barnes' Move.

12 16	11 16	<i>e</i> 3 7	4 18	10 17	29 25
21 17	29 25	15 11	23 5	1 10	15 10
<i>a</i> 9 14	1 5	9 14	16 23	16 20	25 22
17 13	25 21	22 18	27 18	10 15	10 6
16 20	14 17	5 9	20 27	17 22	2 9
22 18	21 14	18 15	32 23	15 19	13 6
<i>b</i> 5 9	10 17	17 22	7 11	22 25	22 18
24 19	28 24	26 17	5 1	23 18	6 2
<i>c</i> 8 12	7 10	14 21	11 16	25 29	W. W.
25 22	18 15	11 8	18 14	18 15	

- Barnes again starts something.
- Cramps Black's game. 8 12, 18 9, 5 14 would give a more open game.
- The beginning of the weakness in the Black formation; 11 15, 18 11, 8 24, 28 19 would again give Black an open game.
- White seems to miss a win, thus: 19 15, 7 10, 15 11, 10 15, 11 8, 5 11, 28 24. White wins.

e. Loses; Black could have drawn by 4 8, as follows:

4 8	18 9	17 26	23 7	16 23	32 23
22 18	5 14	31 22	2 25	27 18	8 11
9 14	26 22	14 18	30 21	20 27	Drawn

MINOR TOURNEY.

Second Round.

J. T. BRADFORD vs. PETER DORAN.

GAME 314. Second Double Corner 11 15 24 19

Bradford's Move.

11 15	4 8	3 7	c8 12	1 19	11 15
24 19	29 25	b18 15	27 23	26 23	23 19
15 24	10 14	9 13	12 19	19 26	Drawn
28 19	27 24	19 16	23 16	30 23	
8 11	16 20	12 19	13 17	7 11	
22 18	31 27	23 16	22 13	16 7	
11 16	a7 10	10 19	6 9	2 11	
25 22	32 28	24 15	13 6	25 22	

- a. This is a restful line of the Second Double Corner.
- b. Varies from Game 226, where 14 18 was played to a draw.
- c. 7 11, 16 7, 2 18, 22 15, 6 10, 15 6, 1 10, 28 24, 10 15, 26 23, 8 12, 23 19, 15 18, 19 15, 5 9, 30 26, 13 17, 15 11, 18 23. Drawn. Martins vs. Wyllie.

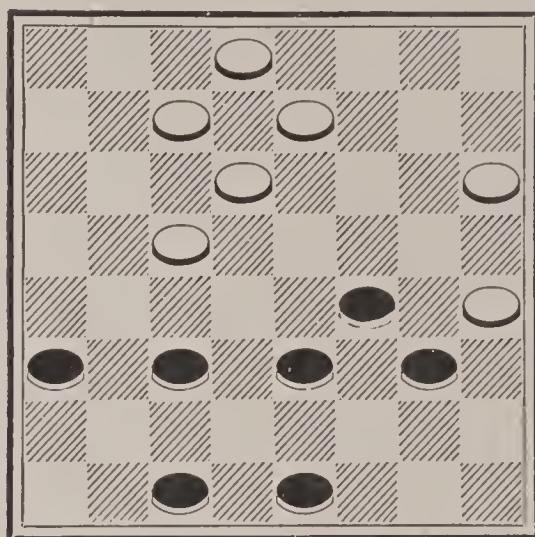
GAME 315. Second Double Corner 11 15 24 19.

Doran's Move.

11 15	11 15	c11 15	e3 7	23 26	10 17
24 19	32 28	25 22	30 26	22 17	6 2
15 24	15 24	15 24	12 16	26 30	7 10
28 19	28 19	27 20	26 22	9 6	2 6
8 11	7 11	4 8	16 19	2 9	30 25
22 18	22 18	22 18	23 16	17 13	16 11
a9 14	b1 5	6 9	14 23	11 15	10 14
18 9	18 9	26 22	17 13	13 6	f11 7
5 14	5 14	8 11	9 14	14 17	W. W.
25 22	29 25	22 17	13 9	21 14	

- a. The "Iron Line."

- b. If 6 9, 18 15 draws; 29 25 is weak, allowing Black to pitch 12 16 and press the piece on 18.
- c. 4 8 is really better, thus: 4 8, 25 22, 11 15, 22 18, 15 22, 26 17, 8 11, 30 26, 6 9, d19 15. Drawn.
- d. If 17 13, we have the following pretty position:



Black to play and win:

3	7	26	22	7	11	24	20	24	27	26	22
13	6	11	15	31	26	15	24	18	9	31	27
2	9	27	24	9	13	22	18	27	31	B. W.	

- e. If 12 16, then 30 26 draws easily.
- f. Doran lost the ending on a slip.

GAME 316. Defiance 9 14 24 19.

Bradford's Move.

9	14	11	15	4	8	b10	15	11	15	15	24
24	19	25	22	30	26	13	6	20	16	28	19
11	15	7	11	8	11	1	10	18	23	27	24
a27	24	22	18	19	16	31	27	16	11	19	16
8	11	15	22	12	19	3	8	23	27	B. W.	
22	18	26	17	23	7	c32	28	11	7		
15	22	11	15	2	11	8	12	27	31		
25	9	24	20	26	23	27	24	7	2		
5	14	15	24	6	9	15	18	31	27		
29	25	28	19	17	13	23	19	24	20		

- a. Now a Defiance.

- b.* 3 7, 13 6, 14 18. Drawn. J. Wyllie vs. R. D. Yates. O'Grady probably tipped this off to Bradford while the latter was touring the Empire State.
- c.* 27 24, 8 12, 23 19, 15 18, 21 17. Drawn. T. J. O'Grady.

W. T. COOPER vs. B. BACKUS.
GAME 317. Edinburgh 9 13 22 17

Cooper's Move.

9 13	5 9	7 11	8 11	10 19	24 27
22 17	17 13	25 22	9 5	27 24	32 23
13 22	4 8	11 15	3 7	11 15	6 9
25 18	29 25	23 18	26 23	24 20	13 6
<i>a</i> 11 15	9 14	15 24	11 16	15 18	2 27
18 11	<i>b</i> 24 19	18 9	31 26	23 14	Drawn
8 15	15 24	24 28	7 11	19 24	
21 17	28 19	22 18	18 15	20 11	

- a.* This is perhaps the most perplexing of all the two-move openings.
- b.* The next game varied with 24 20, 8 11, *c*25 22, 14 17, 27 24, *d*10 14, 24 19, 15 24, 28 19, *e*17 21, 22 18, 1 5, 18 9, 5 14, 26 22, 7 10, 22 17, and White won.
- c.* 28 24, then 14 17, and White can get in a strong line via 25 21, 10 14, etc. See Game 193, notes *c* and *d*. By Hawkins.
- d.* Bad; 1 5, 32 27, 5 9, 23 18, 10 14, 27 23, 7 10, 24 19, etc. Drawn. A. J. Heffner.

This play arises from two different Kelso formations, especially as referred to in Alexander and Kear's (10 15) Encyclopaedia, page 254, Var. 21. Also refer to note *a*, Game 37, Kelso Exchange. Patterson vs. Bolton.

- e.* This is again an indifferent move, the "Black Manuscript" goes 1 5, 30 25, 3 8, 25 21, 14 18, 23 14, 6 9, 13 6, 2 25, 21 14, 25 30, 26 23, 30 25, *f*31 26, 25 21, 26 22, 21 25, 23 18, and the copy leaves the position a draw.
- f.* Of course, if 23 18, 25 21, 19 15, 21 17, 15 10, 5 9, and Black's are O. K.

GAME 318. Edinburgh 9 13 22 17.

Backus' Move.

Same as Game 317, note *b*.

GAME 319. Paisley 12 16 24 19.

Cooper's Move.

12 16	<i>a</i> 28 24	3 7	18 9	11 15	24 19
24 19	10 14	<i>c</i> 17 13	5 14	25 22	23 26
8 12	30 25	14 17	15 21	1 5	22 18
22 18	7 10	21 14	7 10	23 18	2 7
4 8	22 17	10 26	22 17	14 23	11 2
25 22	<i>b</i> 11 16	31 22	8 11	27 11	26 30
16 20	26 22	9 14	29 25	16 23	2 9
Drawn					

a. Probably the best.

b. A regular Paisley. 9 13, 18 9, 13 22, etc., is a safe draw line and figured in the recent Banks-Jordan match.

c. 19 15 is regular.

GAME 320. Paisley 12 16 24 19.

Backus' Move.

12 16	25 22	4 8	28 19	1 5	27 23
24 19	11 15	25 22	8 11	32 28	15 24
16 20	<i>b</i> 22 18	11 15	30 26	6 10	28 19
22 18	15 22	<i>c</i> 23 18	2 6	22 17	<i>d</i> 7 11
<i>a</i> 9 14	26 17	15 24	17 14	13 22	14 7
18 9	8 11	18 9	10 17	26 17	3 10
5 14	29 25	6 13	21 14	11 15	<i>e</i> 19 16
Drawn.					

a. Very unusual; 11 15, 18 11, 8 24, 28 19 is the regular play.

b. 29 25 seems to conserve White's attack.

c. 30 26 looks more natural, though the piece on 20 is generally on 12.

d. 10 15 is the only move to draw.

e. Cooper misses a rather tame win by 23 18, winning a clear piece.

J. H. SCOTT vs. J. HOWE, Jr.

GAME 321. Wagram 11 15 24 20.

Scott's Move.

11 15	4 8	10 17	17 26	15 24	2 9
24 20	17 13	27 23	31 22	32 28	30 25
9 13	5 9	b8 11	5 9	14 23	27 31
a22 17	29 25	28 24	23 18	28 19	25 21
13 22	9 14	1 5	12 16	23 27	31 26
25 11	25 22	23 19	19 12	22 18	21 17
8 15	14 18	7 10	10 14	6 10	9 13
21 17	23 14	c26 23	24 19	13 6	19 16
					B. W.

a. Now into a Wagram.

b. Varies from Game 254, Ginsberg vs. Henderson.

c. Very weak; Drummond continues 31 27, 5 9, 27 23, 9 14, 32 28, d3 7, 19 16, 12 19, 23 16, 17 21, 22 17, 14 18, 16 12, 18 23, etc. Drawn.

d. 2 7, 19 16, 12 19, 23 16, 17 21, 22 17, 15 18, 16 12, 18 22, 26 23, 22 26, 23 19, 11 15, 30 23, 21 25. Drawn. Bradford vs. Ginsberg.

GAME 322. Ayrshire Lassie 11 15 24 20.

Howe's Move.

11 15	1 5	15 19	8 22	8 12	2 11
24 20	b17 13	24 15	31 27	15 11	8 15
8 11	c14 18	10 19	e22 26	12 16	26 31
28 24	23 14	29 25	27 18	11 8	15 10
a3 8	9 18	d12 16	26 31	16 19	5 9
23 19	21 17	17 14	13 9	8 4	10 15
9 14	11 16	18 22	6 13	19 23	*31 27
22 17	20 11	25 18	14 10	4 8	30 26
5 9	7 23	19 24	4 8	31 26	23 30
26 23	25 21	27 11	18 15	f10 7	32 23
					Drawn

a. A line not much in vogue.

b. Varies from last Var. Kear's (11 15) Encyclopaedia R. D. Yates vs. J. Wyllie, where the play goes:

30 26	25 9	23 16	23 16	26 19	
9 13	5 14	8 12	15 18	11 16	
32 28	19 16	27 23	16 12	20 11	
13 22	12 19	12 19	18 23	7 23	Drawn

- c. Now 15 18 would run the play back into the 3 8 line of the Chicago Fife.
- d. The correct move. At previous play the position is identical with Game 155. (10 14, 24 20.) Spielman vs. Henderson. Refer to note c.
- e. Varies from play referred to in Game 155, note c, where 23 26 is played to a draw.
- f. 8 11, 26 22, 11 15, 22 26, 32 27, 23 32, 30 23, 32 27, 23 19 and White can win.

GAME 323. Will O' the Wisp 11 15 23 19.

Scott's Move.

11 15	5 14	15 24	5 14	10 14	6 10
23 19	27 23	28 19	26 22	25 21	13 9
9 13	8 11	4 8	14 17	13 17	10 14
22 18	b29 25	32 28	21 14	22 13	19 15
15 22	6 10	8 11	10 26	2 6	14 23
25 18	25 22	22 18	31 22	21 17	15 8
a10 14	11 15	1 5	7 10	14 21	12 16
18 9	24 20	18 9	30 25	23 18	Drawn

- a. Rather a tame line of the 'Wisp.
- b.

26 22	30 26	29 25	19 15	15 8	24 19
7 10	11 16	3 8	10 19	4 11	6 10
c22 18	e32 27	25 22	24 15	28 24	18 15
6 9	2 6	16 20	8 11	11 16	1 5

 Drawn. Shearer.
- c.

24 20	11 15	28 19	12 19	22 18	10 15
3 7	29 25	7 11	23 7	14 23	19 10

 d31 26 15 24 19 16 2 11 26 19 6 15
 and 25 22, 1 6, 21 17, 6 10, 32 27, 4 8, 27 23, 8 12, 23 18, 12 16, 18 14. White wins. Bannerman vs. Lieberman.
- d. In his match with J. D'Orio, Henderson played 22 18, D'Orio cut 14 17, 32 27, 6 10, 18 15, and Henderson lost the piece and the game.
- e.

29 25	8 11	h32 27	16 19	21 17	
4 8	f26 22	10 15	23 7	2 11	
24 20	g1 5	19 10	14 32	17 14	W. W.

 L. Ginsberg beat Dr. A. Schaefer.
- f. The subtle move.

- g.* 10 15 loses, thus: 10 15, 19 10, 2 6, 10 7, 3 10, 28 24, 10 15, 24 19, 15 24, 32 28. White wins.
- h.* Melvin Brown pointed out immediately after the game that 31 27 wins immediately.

GAME 324. Tillicoultry 11 15 23 19.

Howe's Move.

11 15	<i>b</i> 11 16	9 13	12 16	<i>g</i> 7 10	20 27
23 19	27 23	25 22	21 17	14 7	31 6
8 11	16 20	<i>d</i> 5 9	<i>e</i> 1 5	3 19	2 7
<i>a</i> 22 18	32 27	19 15	17 14	25 21	6 2
15 22	<i>c</i> 4 8	10 19	8 12	<i>h</i> 6 10	7 10
25 18	29 25	24 15	<i>f</i> 30 25	27 24	W. W.

a. Forms the Tillicoultry, which is weak for the second player.

b. In the Second American Tourney, H. B. Reynolds vs. H. Lieberman played 4 8 at this stage with a drawn result.

<i>c.</i> 10 14	30 26	12 19	27 23	1 10	8 4
29 25	3 7	23 16	12 19	16 12	14 17
4 8	18 15	10 19	23 16	2 6	Drawn
26 22	9 13	24 15	6 10	12 8	
7 10	19 16	8 12	15 6	6 9	

Spayth's Checker Player

d. The position is now a Single Corner, brought up thus:

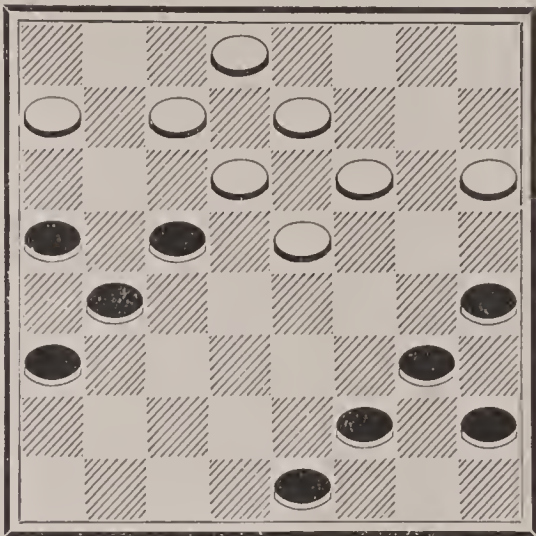
11 15	25 18	9 13	28 24	4 8
22 18	12 16	24 19	16 20	25 22
15 22	29 25	8 12	32 28	5 9

e. If 7 10, 17 14, 10 19, 14 5, White wins.

f. Published play goes: 14 10, 7 14, 15 10, 6 15, 18 11, 2 6, 11 8, 6 10, 8 4, 3 8, 4 11, 10 15. Drawn.

g. If 16 19, 23 16, 12 19, 15 11, 7 16, 14 10, 6 15, 18 11 and the position is stronger now with the piece on 25 than the Bristol, Game 54, Nelson vs. Moore, colors reversed. See diagram, Game 54.

h. An outright blunder that loses the game. Instead, Howe might have scored a pretty win as diagrammed:



Black to play and win:

i2 7, 18 15, 7 10, 22 18, 20 24, 27 11, 10 14, 23 16, 14 30. Black wins.

i. The position is quite deceptive. The first impression was to pitch 19 24, 28 19 and then move 6 10; but this will lose by 18 15, 10 14, *22 18. White wins.

The position as it now stands arises from the Edinburgh, thus:

9 13	10 17	16 23	6 9	8 11	3 10
22 18	21 14	27 18	29 25	24 19	18 15
12 16	6 9	1 6	16 20	11 16	10 14
24 19	28 24	25 21	32 27	25 22	<i>j</i> 22 18
8 12	9 18	11 16	4 8	7 10	
18 14	23 14	26 23	30 26	14 7	

j. Again the position arises from the Second Double Corner:

11 15	25 22	22 18	30 25	14 7
24 19	9 13	4 8	11 16	3 19
15 24	18 14	29 25	32 28	25 21
8 11	10 17	16 20	1 6	
22 18	21 14	25 22	19 15	
11 16	6 9	8 11	7 10	

Now 2 7 will win, but the pitch, 19 24, 28 19, loses as above.

MINOR TOURNEY.

Third Round.

J. H. SCOTT vs. J. T. BRADFORD.

GAME 325. Dundee 12 16 24 20.

Scott's Move.

12 16	10 15	11 15	20 27	26 19	28 32
24 20	31 27	20 11	28 24	17 26	23 18
8 12	1 6	7 16	8 11	19 15	15 10
28 24	25 22	9 5	24 20	7 3	22 17
9 14	12 16	16 20	10 15	16 19	10 15
22 18	32 28	5 1	17 14	3 8	18 14
3 8	6 10	<i>b</i> 12 16	22 26	19 24	32 27
18 9	23 18	1 5	30 23	26 23	17 13
5 14	13 17	15 18	15 22	24 28	15 19
23 19	22 13	5 9	14 10	29 25	13 9
16 23	15 22	<i>a</i> 4 8	27 31	28 32	11 15
27 9	21 17	9 13	13 17	25 22	14 10
6 13	8 12	18 23	31 26	32 28	27 32
26 23	13 9	27 18	10 7	8 3	3 8

Drawn

- Varies from Game 199, where 18 23 was played and White won.
- In the next game the play varied with 15 18, 17 13, 10 15, *c*1 5, 2 7, 13 9, 7 11, 9 6, 18 23, 27 18, 20 27, 6 2. Drawn.
- J. O. K. Smith points out that 1 6, 2 9, 13 6 wins for White.

GAME 326. Kelso 10 15 23 19.

Scott's Move.

10 15	<i>a</i> 29 25	2 7	18 9	12 19	7 2
23 19	4 8	22 18	5 14	23 16	15 19
7 10	27 23	6 9	31 26	8 12	2 7
22 18	8 11	26 22	11 15	16 11	18 22
15 22	25 22	9 13	32 28	7 16	26 17
25 18	9 14	18 9	15 24	20 11	13 22
11 15	24 20	5 14	28 19	14 18	7 11
18 11	15 24	22 18	3 8	11 7	19 23
8 15	28 19	1 5	19 16	10 15	Drawn

- Varies from the Banks-Henderson match game where the latter played 21 17 and won.

GAME 327. Kelso 10 15 23 19.

Bradford's Move.

10 15	<i>c</i> 11 15	9 13	11 15	25 22	23 26
23 19	20 11	2 9	2 6	10 14	5 1
6 10	15 24	5 30	14 18	29 25	26 30
22 17	27 20	22 18	6 10	13 9	1 6
1 6	8 15	13 22	22 25	25 21	18 23
<i>a</i> 26 23	23 18	18 15	29 22	9 5	<i>h</i> 15 10
11 16	<i>e</i> 15 19	10 14	18 25	21 25	B. W.
25 22	<i>f</i> 30 26	15 10	21 17	14 10	
7 11	12 16	4 8	25 29	15 18	
<i>b</i> 24 20	20 11	10 6	17 13	10 15	
15 24	2 7	8 11	30 25	19 23	
28 19	11 2	6 2	32 27	27 24	

a. An interesting line, but not as popular as 25 22.

b. Forced. 17 13 should lose by 16 20.

c. Varies from J. Alexander, who gives:

9 13	3 7	13 22	13 17	17 22	7 10
27 24	31 27	18 9	21 14	32 28	9 6
5 9	9 14	6 13	10 17	22 26	2 9
<i>d</i> 30 25	22 18	25 18	18 14	14 9	19 15
Drawn					

d. If White plays 31 27, then 9 14, 30 25, 11 15, 20 11, 3 7. Black wins.

e. Varies from J. A. Kear, Jr., in his (10 15) Encyclopaedia, page 274, Var. 10, where 3 8 is played with a drawn result.

f. Loses outright. In an R. Atwell vs. W. Gardner game, the latter played 17 13, thus:

17 13	18 15	21 14	29 22	22 18	15 8
<i>g</i> 10 14	14 17	9 25	3 8	8 11	4 11

g. Against R. T. Ward, G. Buchanan played 4 8, 22 17, 9 14, and should have lost by 30 25, now threatening 13 9, therefore 14 18, 17 14, and White wins.

h. Black has managed the game excellently throughout.

W. T. COOPER vs. A. W. VALENTINE.

GAME 328. Edinburgh 9 13 22 17.

Cooper's Move.

9 13	4 8	11 15	11 15	14 18	29 25
22 17	17 13	13 9	19 16	26 23	8 4
13 22	9 14	6 13	12 19	18 25	25 22
25 18	29 25	26 22	23 16	23 16	23 18
11 15	<i>a</i> 7 11	15 24	15 19	25 29	15 19
18 11	27 23	22 6	16 11	16 12	18 14
8 15	2 7	1 10	7 16	13 17	Drawn
21 17	32 27	28 19	20 11	11 8	
5 9	15 18	8 11	10 15	17 21	
23 19	24 20	31 26	25 22	27 23	

a. Varies from Games 128 and 192, where 8 11 was played.

GAME 329. Edinburgh 9 13 22 17.

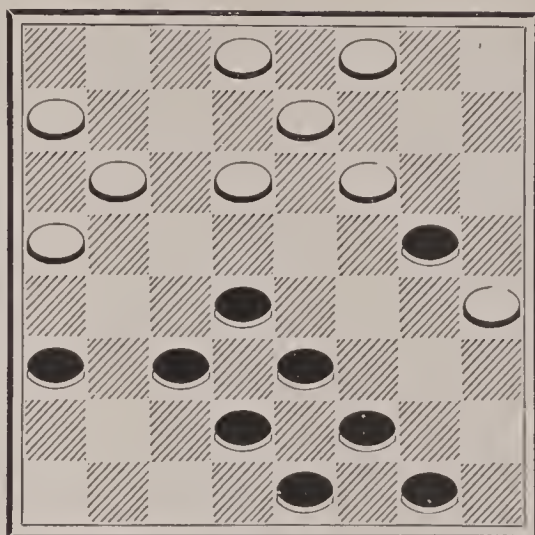
Valentine's Move.

9 13	9 14	11 16	16 20	17 21	2 6
22 17	<i>b</i> 25 22	20 11	24 19	10 7	24 20
13 22	<i>c</i> 14 18	7 16	20 24	27 31	6 15
25 18	23 14	13 9	8 3	22 17	11 18
<i>a</i> 11 15	10 17	6 13	23 27	31 22	1 5
18 11	27 23	23 18	3 8	17 10	8 11
8 15	8 11	16 20	27 32	22 17	5 9
21 17	32 27	18 11	8 11	7 3	11 15
5 9	7 10	20 27	10 14	17 22	17 14
17 13	24 20	31 24	19 15	3 8	18 23
4 8	3 7	12 16	32 27	22 17	14 17
29 25	<i>d</i> 27 24	11 8	15 10	28 24	15 18

W. W.

- a.* 6 9 and 11 16 are two good lines; the former merges with a Kelso position brought up thus: 10 15, 22 18, 15 22, 25 18, 6 10.
- b.* 24 20 is now in popular favor. The text move permits Black to break up the White game.
- c.* 15 19 is by all means the safest continuation and puts the first player on the defense.

d. And the position is well worthy of a diagram:



Black to play:

e1	5	10	14	15	24	12	19	17	26	11	15
f31	27	27	23	27	18	23	16	30	23	12	8
5	9	7	10	2	7	14	23	9	14	15	24
23	18	24	19	19	16	26	19	16	12	8	3

Drawn

- e. The key move to the situation. 11 16, 20 11, 7 16 as played is weak for Black on account of the 13 9 sacrifice which follows. The above is taken from the "Black Manuscript" and is quite interesting.
- f. It will be seen that 24 19 loses by 11 15 and 7 11, and that Black gets an equal game against anything else.

GAME 330. Bristol 11 15 24 20.

Cooper's Move.

11 15	29 25	8 11	21 17	28 32	8 11
24 20	8 11	24 20	25 29	19 28	22 18
<i>a</i> 15 19	17 13	18 23	17 14	12 19	11 16
23 16	4 8	25 22	32 28	13 9	18 23
12 19	27 24	<i>c</i> 14 18	3 8	6 13	16 20
22 18	2 6	16 12	11 15	14 10	23 18
9 14	32 27	18 25	8 11	13 17	20 24
18 9	15 18	12 8	15 19	10 7	19 23
5 14	24 15	3 12	11 16	17 21	24 19
25 22	10 19	28 24	19 24	7 3	5 9
10 15	27 24	19 28	16 19	29 25	19 26
22 17	<i>b</i> 11 15	26 3	1 5	3 8	9 13
6 10	20 16	28 32	<i>d</i> 20 16	25 22	31 27
					Drawn

- Now the Bristol.
- 7 10, etc., is more regular.
- Permits of a pretty stroke.
- White could have won easily by 19 23, 28 32, 23 26, 32 27, 14 9. White wins.

GAME 331. Ayrshire Lassie 11 15 24 20.

Valentine's Move.

11 15	22 17	11 16	9 5	25 30	14 10
24 20	<i>a</i> 9 13	20 11	14 17	1 6	4 8
8 11	30 26	7 16	21 14	30 25	24 20
28 24	13 22	23 18	22 25	6 10	16 19
3 8	25 9	15 22	29 22	25 22	10 7
23 19	5 14	17 13	6 9	10 14	19 23
9 14	26 22	16 23	13 6	12 16	7 16
26 23	1 6	27 9	2 25	32 27	23 32
6 9	<i>b</i> 22 17	10 14	5 1	8 11	16 19
					Drawn

- 1 6, 30 26, 9 13, 32 28 is the proper play, same as Yates vs. Wyllie. See Game 322.
- The 21 17 pitch looks very powerful, but Black manages to draw by extremely careful play.

MINOR TOURNEY.

Final Round.

J. T. BRADFORD vs. W. T. COOPER.

GAME 332. Kelso 10 15 22 18.

Bradford's Move.

10 15	27 23	14 18	31 27	16 11	8 12
22 18	5 9	23 7	28 32	12 8	7 11
15 22	<i>c</i> 24 19	16 32	27 23	2 7	13 9
25 18	15 24	26 23	19 26	8 3	
<i>a</i> 9 13	28 19	3 10	30 23	11 16	
29 25	<i>g</i> 11 16	11 8	32 27	3 10	
<i>b</i> 11 15	<i>d</i> 32 27	10 15	23 19	6 15	
18 11	7 10	8 4	27 24	21 17	B. W.
8 15	18 15	15 19	19 16	16 11	
25 22	9 14	23 16	24 19	17 14	
4 8	15 11	<i>e</i> 12 19	<i>f</i> 16 12	11 7	
23 18	13 17	4 8	19 16	4 8	
8 11	22 13	32 28	8 4	15 18	

a. Varies from Games 249 and 250, where 6 10 was played.

b. 11 16 is very often played.

c. 24 20 is safer, thus:

24 20	23 19	26 19	31 26	24 20	30 23
6 10	11 16	3 7	9 14	14 17	Drawn
28 24	20 11	18 11	26 19	21 14	P. P.
1 5	7 23	7 23	2 7	10 26	

d. Loses; 18 15 is better and draws.

e. Black's position is strong enough to warrant a win.

f. 8 12, 2 7, 21 17, 6 10, 13 9, 10 15. Black wins.

g. For play on 6 10 see note to Game 275.

GAME 333. Kelso 10 15 22 18.

Cooper's Move.

10 15	27 24	10 17	24 19	25 21	20 24
22 18	b1 6	19 15	25 29	20 16	21 25
15 22	26 22	17 21	19 15	21 25	24 27
25 18	6 9	15 8	29 25	16 11	25 21
11 15	24 20	7 10	15 10	25 21	27 31
18 11	10 15	8 3	25 21	11 7	21 25
8 15	19 10	21 25	10 7	21 25	19 15
29 25	7 14	3 7	21 25	7 2	25 21
4 8	31 27	10 14	7 2	25 21	22 17
25 22	3 7	7 10	25 21	2 7	13 22
9 13	27 24	14 7	2 7	21 25	26 17
a24 19	c2 6	10 14	21 25	7 11	21 25
15 24	24 19	17 21	7 10	25 21	17 13
28 19	6 10	d32 28	25 21	11 16	W. W.
8 11	30 26	25 30	10 15	21 25	
22 18	14 17	28 24	21 25	16 20	
6 10	21 14	21 25	15 19	25 21	

a. Varies from preceding game, where 23 18 was played.

b. 2 6, 26 22, 5 9, and the position is the same as Game 265 at the twenty-first move.

c. Loses; the following draws:

11 16	24 19	2 7	15 10	16 19	
20 11	16 20	19 15	7 11	23 7	Drawn
7 16	32 27	12 16	10 6	14 32	P. P.

d. The win is forced in neat style from this point.

GAME 334. Denny 10 14 23 19.

Bradford's Move.

10 14	27 23	b5 9	7 3	15 24	10 19
23 19	14 17	32 27	8 12	16 11	32 28
11 16	23 16	9 14	27 24	24 28	19 24
a19 15	10 19	c13 9	1 6	3 7	28 19
16 19	24 15	6 13	24 20	10 15	11 8
22 17	12 19	15 10	6 10	d21 17	4 11
7 10	21 14	7 11	20 16	14 21	26 23
17 13	9 18	10 7	19 24	7 10	B. W.
3 7	25 21	11 15	28 19	28 32	

a. Varies from Game 231, where 26 23 was played.

b. Freedman vs. R. Jordan played:

7 10	10 14	2 7	4 8	11 16	18 22
29 25	26 23	28 24	24 19	22 17	25 18
5 9	19 26	8 12	7 11	16 20	8 11
32 27	30 23	31 26	26 22	17 10	Drawn

c. It would require too much analysis to show a sound draw after this. The more natural continuation would draw thus: 29 25, 7 11, 27 23, 18 27, 31 24, 11 18, 24 15, 6 9, 13 6, 1 19, 26 22. Drawn.

d. 7 10 would have put up a better resistance, thus:

7 10	13 22	17 14	19 23	31 24	19 15
15 19	26 17	32 28	10 7	28 19	3 8
10 17	28 32	14 10	23 27	7 3	18 23
					B. W.

MINOR TOURNEY.

For 3rd and 4th Prizes.

J. H. SCOTT vs. A. W. VALENTINE.

GAME 335. Dundee 12 16 21 17.

Scott's Move.

12 16	8 12	5 9	15 24	14 18	22 25
21 17	23 16	25 21	28 19	7 3	13 9
<i>a</i> 16 19	12 19	16 20	2 6	10 14	25 30
23 16	31 27	30 26	26 23	3 7	9 6
11 20	4 8	10 15	20 24	27 24	30 25
<i>b</i> 17 14	27 24	21 17	19 16	19 15	6 2
9 18	20 27	1 5	24 28	24 19	25 21
22 15	32 16	17 13	23 19	15 11	2 6
10 19	8 12	9 14	28 32	6 10	10 15
24 15	16 11	13 9	11 7	11 8	7 11
7 10	12 16	14 17	3 10	18 22	23 18
<i>c</i> 25 22	26 23	22 13	16 11	7 11	B. W.
10 19	6 10	5 14	32 27	19 23	
27 23	29 25	23 19	11 7	11 7	

a. Varies from next game, where 9 14 is played.

b. Very poor; White evidently overlooked the fact that Black could jump 9 18.

- c. It is immaterial whether White plays 27 23 or 25 22 first, as Black looks strong enough to win against any variation.

GAME 336. Dundee 12 16 21 17.

Valentine's Move.

12 16	15 22	1 5	2 7	20 24	7 14
21 17	25 18	20 11	32 27	23 19	26 22
9 14	8 11	7 16	8 11	11 20	14 18
a24 19	29 25	27 24	b19 15	18 15	22 17
14 21	5 9	16 20	10 19	10 14	9 13
19 12	28 24	24 19	23 16	15 10	17 14
11 15	11 16	4 8	6 10	14 18	24 27
22 18	24 20	25 22	c27 23	22 15	B. W.

- a. The beginning of an original game.
- b. To this stage the game has been played perfectly, but here White errs. The following will draw: 22 17, 9 13, 26 22, 6 9, 19 16, 10 15, 27 24, 20 27, 31 24, 11 27, 18 2. Drawn.
- c. If 26 23, then 9 13. Black wins.

MINOR TOURNEY.

Intermediate Round.

B. BACKUS vs. PETER DORAN.

GAME 337. Edinburgh 9 13 24 19.

Backus' Move.

9 13	23 18	17 21	14 7	20 27	26 19
24 19	11 15	25 22	3 19	31 6	17 22
a11 16	19 10	8 11	17 14	5 9	6 10
22 18	6 22	22 17	6 9	6 2	22 25
8 11	25 18	2 6	14 10	9 13	10 14
18 14	4 8	32 27	9 14	2 6	W. W.
10 17	27 23	11 16	10 6	14 17	
21 14	13 17	18 15	1 10	c23 19	
b16 20	29 25	7 10	27 24	16 23	

- a. Secondary to 11 15, and practically runs the play into the 12 16 line of the 9 13, 22 18 Edinburgh.

- b. Decidedly weak, if not an absolute loss. 6 9 and 4 8 are more usually played.
- c. The crumbled ending characteristic of a wrecked mid-game.

GAME 338. Edinburgh 9 13 24 19.

Doran's Move.

9 13	26 22	12 19	32 27	14 17	22 18
24 19	11 16	23 16	1 5	21 14	14 17
11 15	29 25	8 12	26 23	10 26	25 21
22 18	16 20	27 23	10 14	31 22	17 22
15 22	30 26	12 19	28 24	9 14	18 14
25 18	4 8	23 16	6 10	18 9	22 26
a8 11	b19 16	5 9	24 19	5 14	23 18
					B. W.

- a. Strong, yet 10 15 is meritorious, as it forces the game back into analyzed play.
- b. The beginning of White's trouble.

GAME 339. Bristol 11 15 24 20.

Backus' Move.

11 15	9 14	7 11	8 11	11 18	7 10
24 20	18 9	27 24	17 13	24 15	13 9
a15 19	5 14	b11 15	3 8	10 19	6 13
23 16	25 22	32 27	25 22	27 24	15 6
12 19	8 12	4 8	15 18	2 7	1 10
22 18	22 17	29 25	22 15	24 15	20 16
					W. W.

- a. A regular Bristol.
- b. 4 8 is more frequently played. The text move is difficult to handle.

MINOR TOURNEY.
For 5th and 6th Prizes.

J. HOWE, Jr. vs. PETER DORAN.

GAME 340. Ayrshire Lassie 11 15 24 20.

Howe's Move.

11 15	9 14	3 8	5 9	9 13	26 23
24 20	18 9	23 16	17 13	7 3	15 11
8 11	5 14	8 12	10 15	16 20	23 18
<i>a</i> 22 18	<i>b</i> 30 26	31 27	13 6	3 8	11 8
15 22	4 8	12 19	2 9	19 23	18 14
25 18	27 23	27 23	22 17	8 12	16 19
10 15	8 12	11 16	15 18	23 26	31 26
26 22	23 16	20 11	17 10	12 16	19 15
15 19	12 19	7 16	18 27	26 30	26 22
23 16	32 27	<i>c</i> 22 17	10 7	22 18	8 3
12 19	6 10	<i>d</i> 1 5	27 31	30 26	14 18
29 25	27 23	25 22	26 22	18 15	15 19

Drawn

- a.* 28 24 is generally played. The text move is sound but gives Black the pull.
- b.* White's game looks weak, but is nevertheless sound.
- c.* This should lose for White. The proper continuation is 22 18, 1 6, 18 9, 6 13, *23 18, 16 20, 18 14, 10 17, 21 14, 13 17, 25 21, 2 6, 14 9. Drawn.
- d.* The youngest competitor in the tourney had a chance to score, thus: 2 6, 25 22, 6 9, 17 13, 10 15, 13 6, 1 10, 21 17, 14 21, 23 18, 21 25, 18 11, 25 30. Black wins.

GAME 341. Ayrshire Lassie 11 15 24 20.

Doran's Move.

11 15	26 22	9 13	20 16	8 12	21 14
24 20	<i>b</i> 6 10	18 9	15 24	22 15	7 10
8 11	<i>c</i> 29 25	5 14	27 20	12 19	14 7
28 24	10 14	22 18	12 19	15 11	2 20
4 8	24 19	1 5	23 16	14 18	8 3
<i>a</i> 22 18	15 24	18 9	<i>d</i> 14 18	20 16	19 24
15 22	32 28	5 14	31 27	3 7	B. W.
25 18	7 10	30 26	10 14	11 8	
10 15	28 19	11 15	26 22	13 17	

a. Varies from Games 251 and 252, where 23 19 was played.

b. Varies from P. P., which gives the following:

15 19	5 14	7 10	11 16	5 14	16 19
24 15	22 18	30 26	20 11	28 24	23 16
9 14	6 9	1 5	7 16	13 22	12 19
18 9	27 24	26 22	22 17	24 20	Drawn
11 25	8 11	3 7	9 13	10 15	
29 22	24 19	32 28	18 9	19 10	

Freeman vs. Wyllie

c. Very weak, as it cramps the White game. The natural continuation would run thus:

32 28	7 10	18 9	5 14	27 20	10 17
10 14	30 26	5 14	25 22	12 19	26 23
24 19	2 7	22 18	11 15	23 16	Drawn
15 24	29 25	1 5	20 16	14 17	
28 19	9 13	18 9	15 24	21 14	

d. Doran leaves no loophole for escape.

GAME 342. Dyke 11 15 22 17.

Howe's Move.

11 15	27 23	9 18	18 9	16 23	7 11
22 17	a11 16	22 15	11 27	26 10	14 18
15 19	29 25	3 7	32 23	8 12	11 15
24 15	b7 10	25 22	6 13	10 7	18 23
10 19	31 27	c5 9	24 15	1 6	28 24
23 16	4 8	22 18	2 6	7 2	23 27
12 19	17 14	7 11	15 10	6 10	24 20
25 22	10 17	27 24	6 15	2 7	27 32
8 11	21 14	9 14	23 19	10 14	d15 19
					Drawn

a. Varies from Games 190 and 191, where 4 8 was played.

b. Sturges gives the following:

9 13	31 27	9 27	15 11	*2 6	3 10
17 14	8 11	32 23	1 6	26 22	Drawn
6 9	27 24	16 20	25 22	6 10	
22 18	11 15	24 15	*6 9	*10 15	
4 8	18 11	7 16	22 18	18 11	

<i>c.</i>	16 20	2 25	5 9	8 11	5 14	15 19
	23 16	30 21	22 18	24 19	19 16	11 8
	7 11	6 10	1 5	9 14	11 15	10 15
	16 7	26 22	28 24	18 9	16 11	Drawn
	Ginsberg vs. Doran					

d. A fine original game.

GAME 343. Dyke 11 15 22 17.

Doran's Move.						
11 15	1 6	12 19	24 28	24 27	24 19	
22 17	29 25	32 27	6 2	13 9	9 5	
15 19	8 12	8 12	15 24	27 31	7 11	
24 15	25 21	27 24	2 7	9 6	6 10	
10 19	7 10	7 10	10 15	28 32	11 15	
23 16	<i>a</i> 22 18	24 20	7 11	6 2	5 1	
12 19	15 22	<i>d</i> 19 24	15 18	32 27	15 18	
25 22	26 17	28 19	11 15	2 6	10 14	
9 14	<i>b</i> 10 15	15 24	18 22	3 7	18 23	
17 10	31 26	26 23	15 18	17 13	14 18	
6 15	2 7	10 15	22 25	27 23	23 27	
21 17	<i>c</i> 27 23	23 19	17 13	18 27	1 6	
5 9	4 8	6 10	25 29	31 24	27 32	
17 13	23 16	13 6	21 17	13 9	6 10	
					Drawn	

a. Varies from Game 283, where 27 24 is played.

b. Jordan played 4 8 against Horr in the 1905 International, thus:

4 8	17 14	18 27	26 22	12 16	21 14
31 26	9 18	32 7	11 15	17 14	Drawn
8 11	27 23	2 11	22 17	10 17	

c. Loses. The following is the proper continuation:
26 22, 7 10, 27 23, 19 26, 30 23, 12 16, 28 24, 15 19,
24 15, 10 26, 22 18. Drawn.

d. See notes to Game 283 for the Black win from here.

EDINBURGH CONSOLATION.

PRIZE TOURNEY.

9 13	23 16	2-1 6	19 16	31 29	7 10
22 18	12 19	3-31 26	8 12	1 3	15 18
18-12 16	21 17	1-4 8	22 18	11 15	10 17
16-24 20	19 23	27 23	12 19	3 8	18 27
8 12	26 10	3 7	18 9	2 7	17 22
13-8-25 22	7 21	32 27	19 24	8 3	Drawn
10 15	28 24	10 14	9 5	7 10	
5-4-29 25	6 10	18 9	24 31	3 7	
16 19	24 19	5 14	5 1	10 14	

Nelson vs. Dempsey

Var. 1 (off Trunk).

3 8	25 22	8 11	27 23	6 9	16 12
18 15	9 14	15 8	2 7	26 23	7 10
11 18	22 18	4 11	a19 15	17 22	Drawn
22 15	14 23	32 27	10 19	23 19	
5 9	27 18	13 17	23 16	22 25	

Hill vs. Dempsey

- a. White could have won thus: 18 14, 11 15, 19 16, 15 18, 23 19, 18 22, 26 23, 22 26, 16 11. White wins.

Var. 2 (off Trunk).

10 14	27 18	3 8	18 11	4 8	8 3
18 9	1 6	16 7	8 15	b16 12	17 26
5 14	25 22	2 11	20 16	8 11	3 7
22 18	6 10	31 27	10 14	12 8	Drawn
14 23	19 16	11 15	27 23	14 17	

Nelson vs. Spielman

- b. White missed the following win: 16 11, 14 17, 11 4, 17 26, 4 8, 26 31, 8 11, 31 26, 11 18, 26 19, 18 22. White wins.

Var. 3 (off Trunk).

27 23	10 14	19 15	9 14	10 7	8 12
c6 9	32 27	3 8	18 9	11 15	27 24
31 26	14 17	15 10	5 14	7 3	W. W.

Barnes vs. Spielman.

- c. 4 8, 31 26, 3 7 draws and is same as trunk at twenty-third move.

Var. 4 (off Trunk).

27 24	24 8	18 9	28 24	27 24	29 22
16 19	4 11	5 14	1 6	3 8	18 25
23 16	26 23	17 10	24 29	21 17	17 14
12 19	6 10	7 14	6 10	8 12	10 17
22 17	<i>d</i> 23 18	32 27	30 25	25 21	21 14
15 22	<i>e</i> 10 14	14 18	11 15	22 25	Drawn

Whalen vs. Dempsey

- d.* Very poor; 28 24 is the published continuation and draws.
- e.* Black could have scored neatly thus: 22 26, 31 22, 5 9, 28 24, 1 5, 24 19, 10 15. Black wins.

Var. 5 (off Trunk).

18 14	6-14 18	<i>f</i> 32 27	6 15	31 27	26 22
16 19	23 7	8 12	30 26	22 26	17 13
23 16	18 25	27 24	14 18	27 23	22 18
12 19	29 22	5 9	22 17	26 31	10 6
7-14 10	2 11	23 19	13 22	23 19	1 10
7 14	26 23	9 14	26 17	31 26	B. W.
27 23	4 8	19 10	18 22	19 10	

Nelson vs. Tanner

- f.* Appears weak; 23 19 is usually adopted, as follows:
- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 23 19 | 22 18 | 18 9 | 30 26 | 32 28 | 20 16 |
| 15 24 | 6 10 | 5 14 | 7 10 | 5 9 | 14 17 |
| 28 19 | 31 26 | 26 22 | 26 23 | 28 24 | Drawn |
| 8 12 | 10 14 | 3 7 | 1 5 | 11 15 | |

Var. 6 (off 5).

<i>g</i> 2 7	4 8	11 15	19 26	10 26	15 24
23 16	16 12	27 24	30 23	31 22	28 19
6 10	15 19	8 11	14 18	1 6	6 10
<i>h</i> 29 25	32 27	26 23	23 14	24 19	B. W.

Dempsey vs. Nelson

- g.* Very poor and should lose for Black.
- h.* This move should be held back for awhile. 32 27 should be played first, to prevent Black from going 15 19, which eventually wins for White.

Var. 7 (off 5).

30 25	14 10	20 16	22 17	25 4	
14 8	7 14	11 20	13 22	White wins	
Barnes vs. Dempsey					

i.	6 9	23 16	1 6	26 23	7 14	29 22
	14 10	14 17	16 12	9 14	22 15	17 26
	7 14	21 14	4 8	23 19	11 18	31 22
	27 23	9 18	32 27	14 17	25 22	*5 9
	2 7	28 24	6 9	19 10	18 25	Drawn

Var. 8 (off Trunk).

	27 24	28 19	15 6	11-31 27	18 9	26 23
	3 8	10 14	1 10	4 8	5 14	19 26
12	24 19	20 11	25 22	22 18	29 25	30 23
	11 15	7 16	16 19	14 23	8 11	2 7
	18 11	19 15	23 16	27 18	25 22	32 28
	8 24	6 10	12 19	9-10 14	j11 15	W. W.
Nelson vs. Wendemuth						

j.	A slip.	11 16,	26 23,	19 26,	30 23,	2 7,	32 27,
		7 11,	27 24,	11 15,	22 18,	15 22,	24 20. Drawn.

Var. 9 (off 8).

10-	k19 24	11 15	15 22	22 26	22 18	31 26
	18 14	26 23	10 7	10 14	6 1	19 24
	10 17	24 28	11 15	26 31	18 22	26 31
	21 14	23 18	7 2	13 9	10 15	6 10
	8 11	7 11	15 19	31 26	22 26	5 9
	29 25	14 10	2 7	9 6	1 6	10 15
	2 7	13 17	19 23	26 22	26 31	W. W.
	25 22	22 13	7 10	14 10	15 19	

Whalen vs. Wendemuth

k.	It is quite essential to make the cut by 10 14, as shown in Var. 8.						
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Var. 10 (off 9).

	8 11	2 7	19 24	7 11	19 23	23 27
	18 14	29 25	26 23	14 10	18 14	32 23
	10 17	11 15	24 28	15 19	11 16	W. W.
	21 14	25 22	23 18	10 6	7 2	

Spielman vs. Barnes

Var. 11 (off 8).

22 17	4 8	17 13	2 9	29 25	30 23
13 22	30 26	10 15	21 17	21 30	27 4
26 17	5 9	13 6	14 21	31 27	Drawn
Dempsey vs. Whalen					

Var. 12 (off 8).

18 14	6 10	28 24	7 10	19 15	23 27
10 17	25 21	18 22	14 7	14 17	3 7
21 14	10 17	26 17	2 11	15 10	27 32
6 10	21 14	13 22	32 27	8 11	7 10
25 21	16 19	24 19	5 9	10 7	32 27
10 17	23 16	8 12	19 15	11 15	10 19
21 14	12 19	31 27	11 18	27 24	17 21
1 6	24 15	4 8	24 19	18 23	B. W.
29 25	11 18	27 24	9 14	7 3	

Dempsey vs. Wendemuth

- l.* Loses. The following draws: 32 28, 8 11, 14 10, 7 14, 27 24, 22 26, 30 23, 5 9, 23 18, 14 23, 19 16. Drawn.

Var. 13 (off Trunk).

28 24	24 15	21 14	26 17	13 6	27 23
15-4 8	11 18	18 22	6 9	2 9	18 27
18 14	23 19	26 17	14-29 25	31 26	32 23
10 17	6 10	13 22	9 18	9 14	3 7
21 14	25 21	30 26	17 13	25 21	26 22
16 19	10 17	1 6	<i>m</i> 5 9	7 10	W. W.

Whalen vs. Nelson

- m.* Loses. The following is the proper continuation:

2 6	20 16	8 11	22 17	3 7	27 23
31 26	*18 22	26 22	7 10	28 24	20 27
*5 9	25 18	11 20	32 28	7 11	18 15

Drawn. Prof. H. C. Hartshorn

Var. 14 (off 13).

<i>n</i> 19 15	18 22	27 23	5 9	10 6	Dempsey
9 18	15 10	11 15	18 11	7 16	vs.
17 14	8 11	23 18	9 18	B. W.	Barnes

- n.* Loses; 17 13, as played in Var. 13, draws.

Var. 15 (off 13).

10 15	5 9	10 14	3 7	9 13	16 23
21 17	17 13	17 10	23 18	18 14	3 8
15 22	10 15	7 14	7 10	13 22	11 16
25 18	13 6	29 25	27 23	14 7	20 11
13 22	1 10	14 17	2 6	22 26	12 16
26 17	32 28	25 22	24 19	7 3	Drawn
6 10	15 22	17 26	6 9	26 31	
30 26	26 17	31 22	22 17	23 18	

Nelson vs. Whalen

Var. 16 (off Trunk).

18 14	17-8 11	18 14	4 8	18 9	17 22
10 17	23 19	1 6	24 19	5 14	15 10
21 14	18 22	23 18	7 10	19 16	8 12
16 19	25 18	17 22	14 7	11 20	18 15
24 15	6 10	27 23	3 10	30 25	9 13
11 18	26 23	13 17	32 27	6 9	23 19
28 24	10 17	19 15	10 14	25 18	14 17

Drawn. Spielman vs. Hill

Var. 17 (off 16).

o6 10	25 22	11 15	14 7	2 9	19 15
24 19	17 21	32 28	3 10	31 26	16 19
10 17	22 17	15 24	22 18	11 16	23 16
23 14	13 22	28 19	5 9	18 15	12 19
1 6	26 17	4 8	17 13	10 14	Drawn
27 23	8 11	25 22	8 12	15 10	
6 10	29 25	7 11	13 6	9 13	

Whalen vs. Hill

o. Not to be recommended. 8 11 is very much better.

Var. 18 (off Trunk).

10 15	27 18	10 19	29 25	11 15	23 16
25 22	8 15	24 15	19-7 11	14 10	9 14
6 10	18 11	3 7	26 23	6 9	10 7
21-23 19	7 16	28 24	11 18	p30 26	2 11
11 16	22 18	16 20	23 14	12 16	16 7
18 11	4 8	31 27	8 11	26 23	14 18
16 23	20-18 15	1 6	25 22	16 19	Drawn

Wendemuth vs Nelson

p. If 27 23, 20 27, 23 18, *13 17 drawn.

Var. 19 (off 18).

5 9	<i>r</i> 12 16	16 23	20 24	7 10	10 19
25 22	24 19	27 18	21 17	17 14	14 5

White wins. Hill vs. Nelson

r. Loses. The following draws:

7 10	22 18	20 24	21 17	11 16	14 7
24 19	14 23	26 22	7 11	18 14	6 9
9 14	27 18	2 7	30 25	16 23	Drawn

Var. 20 (off 18).

32 27	21 14	14 5	5 1	5 9	30 23
3 7	8 11	6 9	16 19	28 24	11 16
29 25	27 23	21 14	1 5	19 16	Drawn
1 6	<i>s</i> 13 17	9 27	19 24	12 19	
18 14	<i>t</i> 25 21	24 20	28 19	26 23	
10 17	5 9	27 32	32 28	19 26	

Hill vs. Wendemuth

s. This move should be held back a few moves, thus:

16 20	26 19	2 6	31 22	16 19	7 11
24 19	13 17	30 26	6 9	11 2	27 31
11 16	25 21	9 13	21 17	20 24	Drawn
23 18	6 9	26 22	12 16	2 7	
16 23	19 15	17 26	15 11	24 27	

Lieberman vs. Bradford

t. Overlooking the shot. 24 19, 6 9, 23 18, 16 23, 26 19 and White looks strong to win.

Var. 21 (off 18).

22-24 20	29 25	22 17	28 19	19 16	26 22
15 19	<i>u</i> 11 16	13 22	15 24	4 8	11 16
23 16	20 11	26 10	10 6	16 12	3 8
12 19	8 15	9 14	9 13	8 11	16 20
18 14	25 21	31 26	32 28	12 8	8 11
10 17	6 9	5 9	2 9	11 15	W. W.
21 14	14 10	27 23	28 19	8 3	
1 6	7 14	19 24	3 7	7 11	

Wendemuth vs. Dempsey

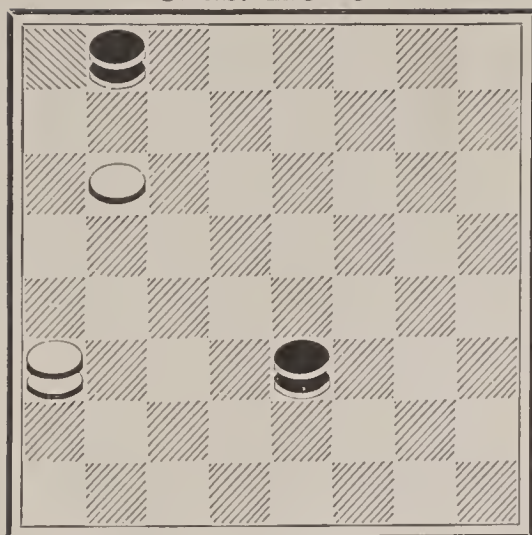
u. Very poor and no doubt loses. The following draws :

6 10	6 10	13 22	7 10	15 18	22 31
25 21	25 21	26 17	14 7	24 15	32 27
10 17	10 17	8 11	3 10	14 17	31 24
21 14	21 14	31 26	27 24	9 6	Drawn
2 6	11 15	4 8	10 14	18 22	R. Jordan
30 25	22 17	17 13	13 9	15 10	vs. Ferrie

Var. 22 (off 21).

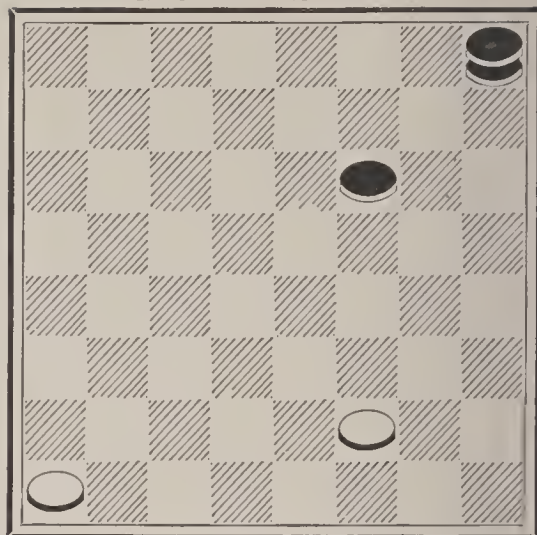
21 17	27 11	17 14	32 27	23 16	30 16
11 16	7 16	10 17	4 8	8 12	13 17
18 11	29 25	25 21	22 18	18 15	15 11
8 15	16 19	3 7	6 10	12 19	Drawn
24 19	23 16	21 14	27 23	26 22	Hill vs.
15 24	12 19	1 6	10 17	17 26	Barnes

PROBLEM No. 1
Chas. Hefter



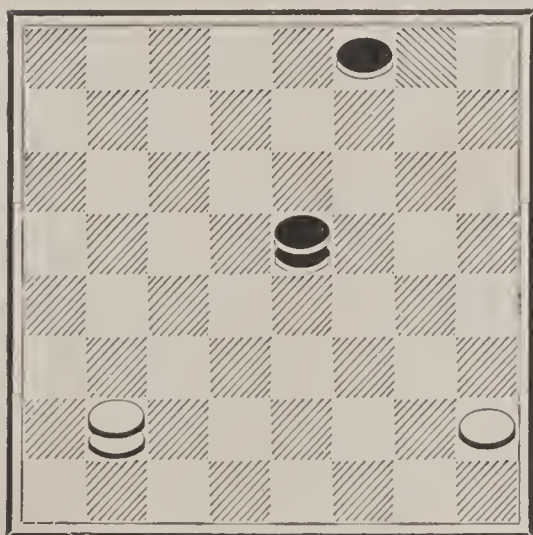
White to play and draw

PROBLEM No. 2
Geo. H. Slocum



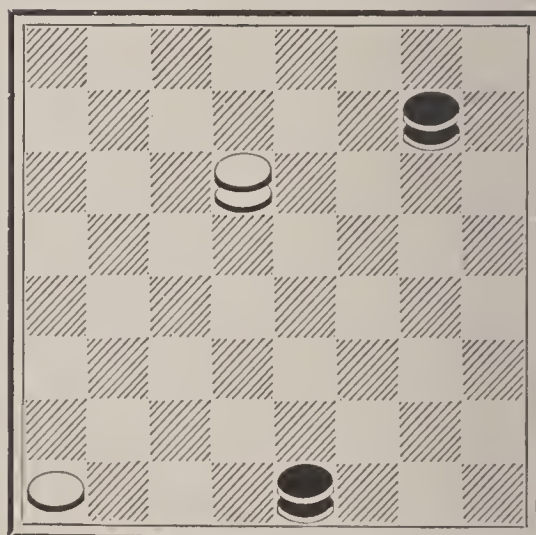
Black to play and win

PROBLEM No. 3
Dr. A. Schaefer



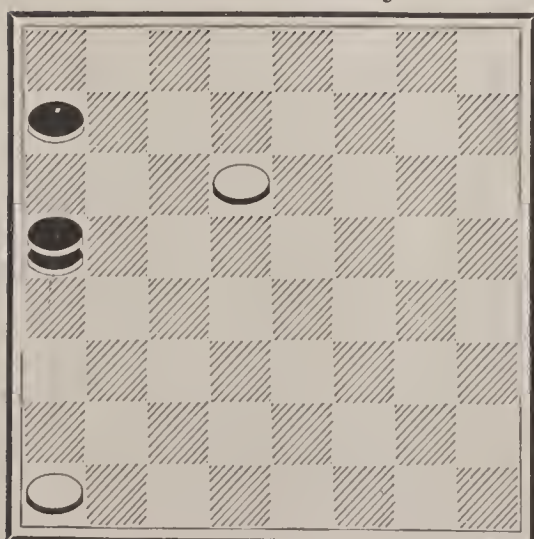
Black to play and win

PROBLEM No. 4
A. J. Heffner



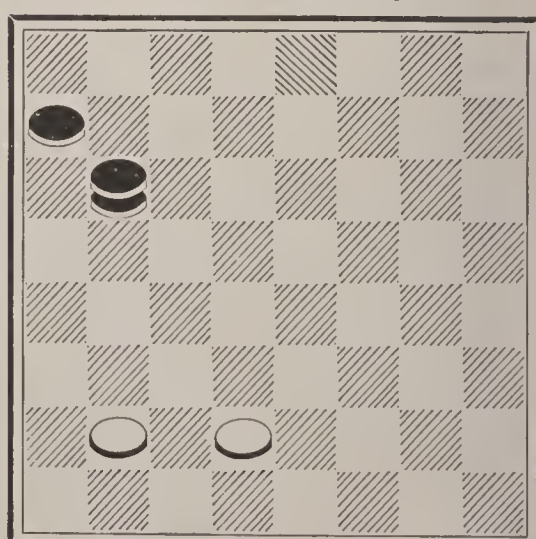
Black to play and win

PROBLEM No. 5
M. E. Pomeroy



Black to play and win

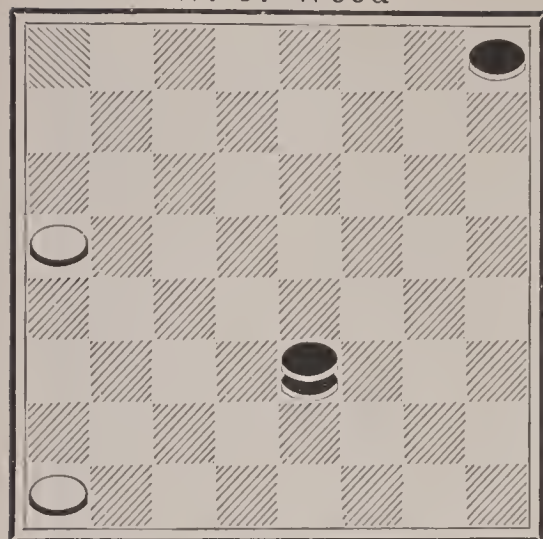
PROBLEM No. 6
M. H. C. Wardell



Black to play and win

PROBLEM No. 7

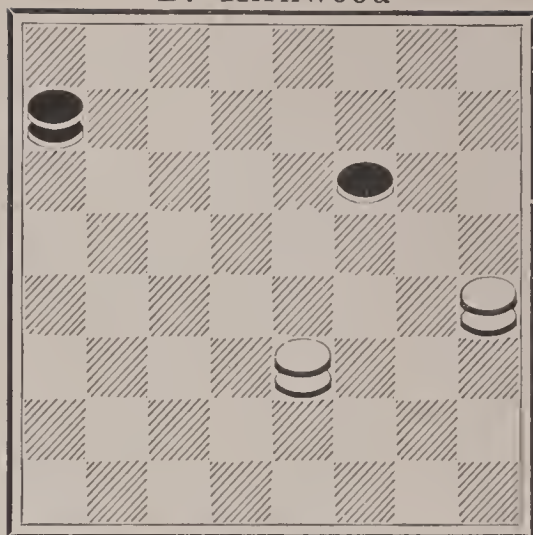
W. J. Wood



Black to play and win

PROBLEM No. 8

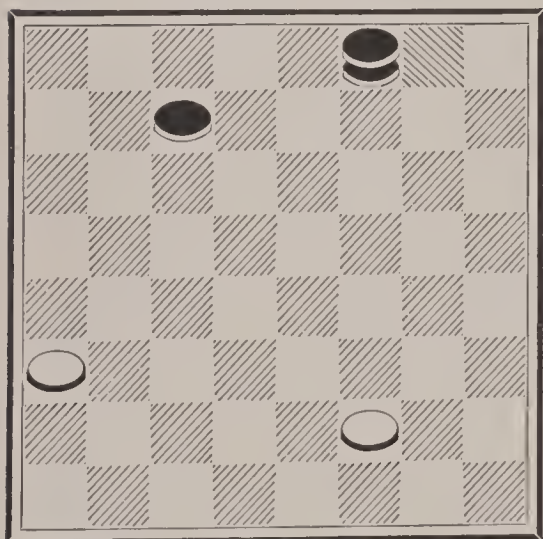
D. Kirkwood



Black to play and draw

PROBLEM No. 9

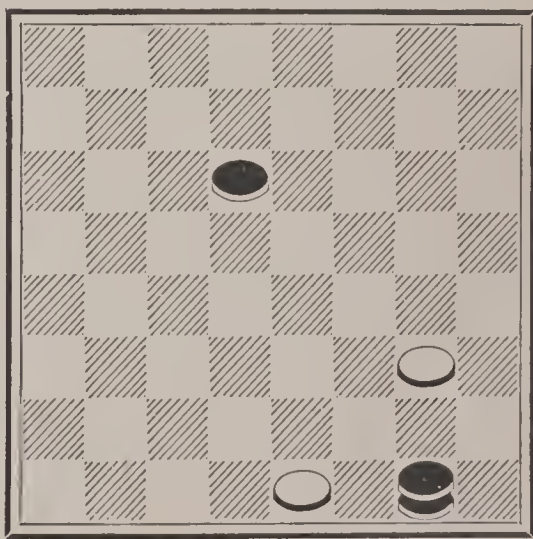
C. W. Flower



Black to play and win

PROBLEM No. 10

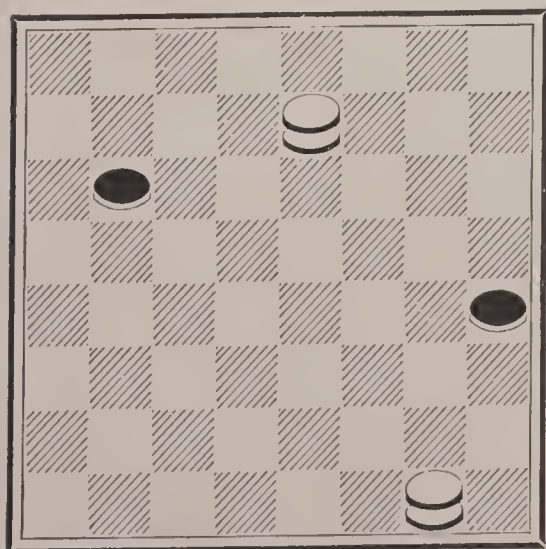
Thos. Finn



Black to play and win

PROBLEM No. 11

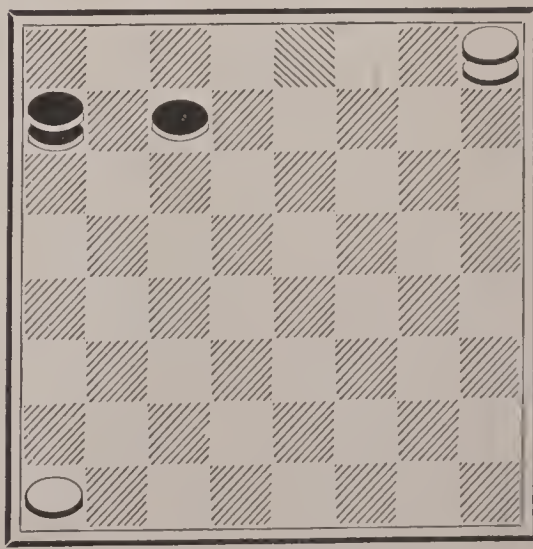
Chas. Hefter



Black to play and win

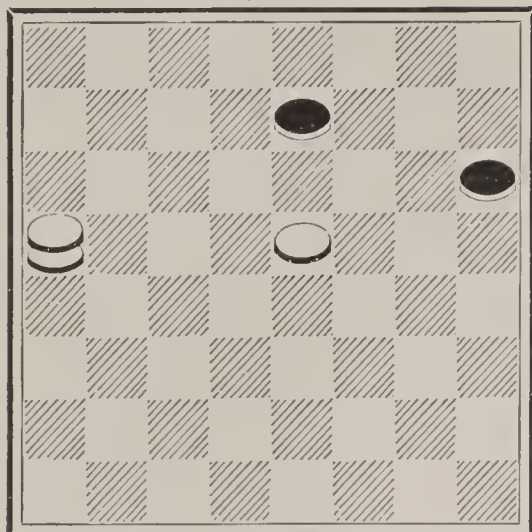
PROBLEM No. 12

Geo. H. Slocum



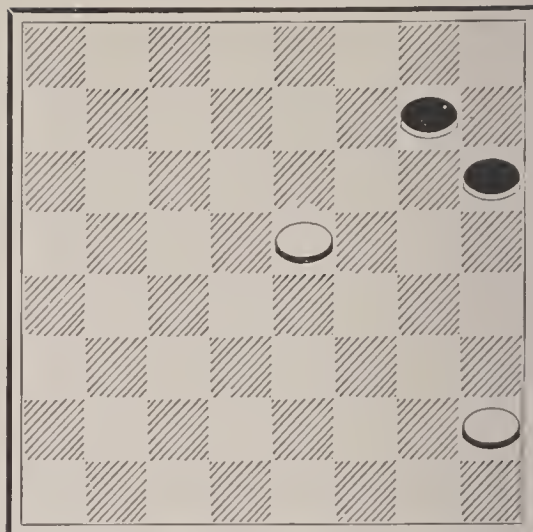
Black to play and win

PROBLEM No. 13
M. H. C. Wardell



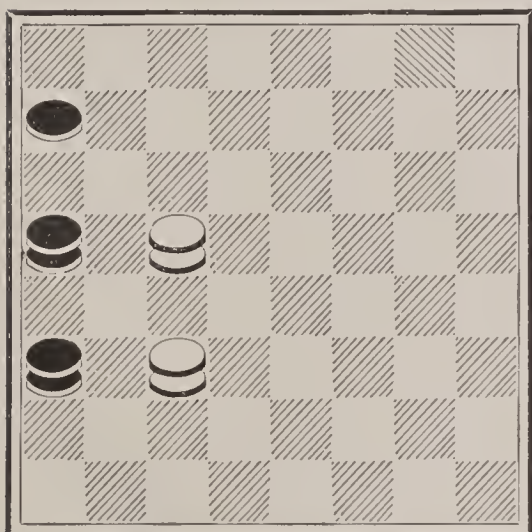
White to Play and win

PROBLEM No. 14
Dr. A. Schaefer



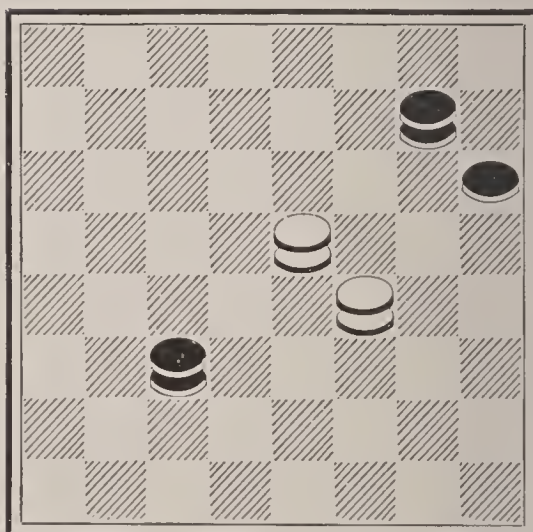
Black to play and draw

PROBLEM No. 15
W. W. Avery



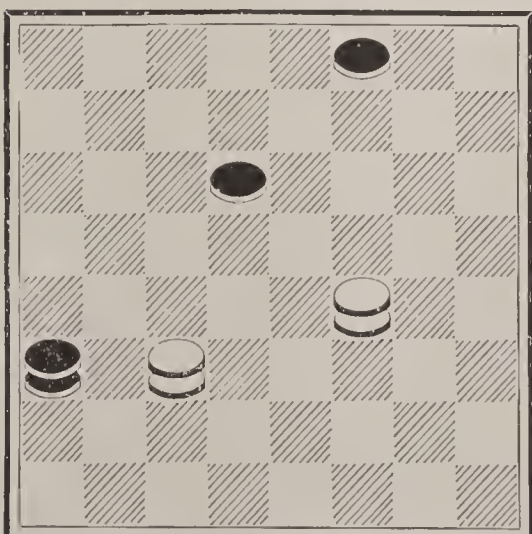
Black to play and win

PROBLEM No. 16
A. Sheean



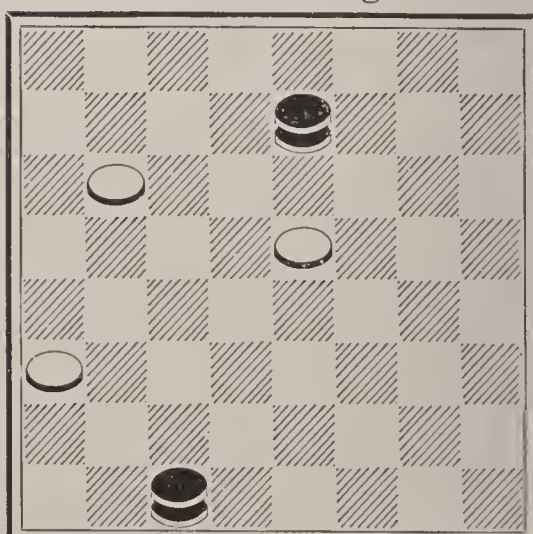
White to play and draw

PROBLEM No. 17
W. A. Farrell



Black to play and win

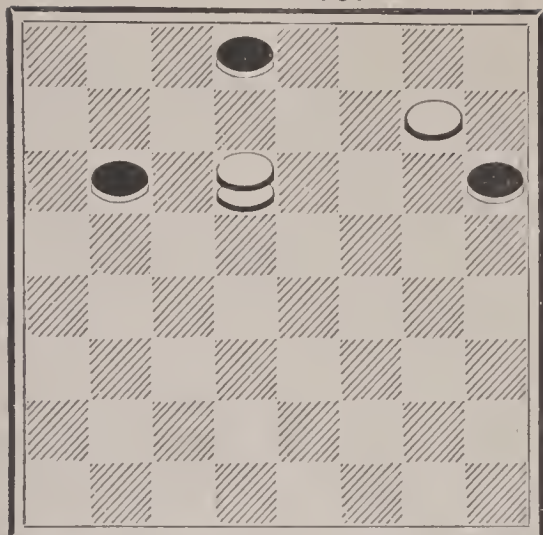
PROBLEM No. 18
Geo. Jennings



White to play and win

PROBLEM No. 19

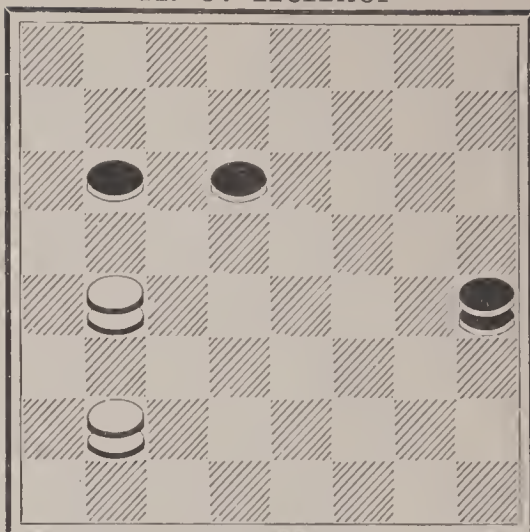
J. P. Reed



Black to play and white to draw

PROBLEM No. 20

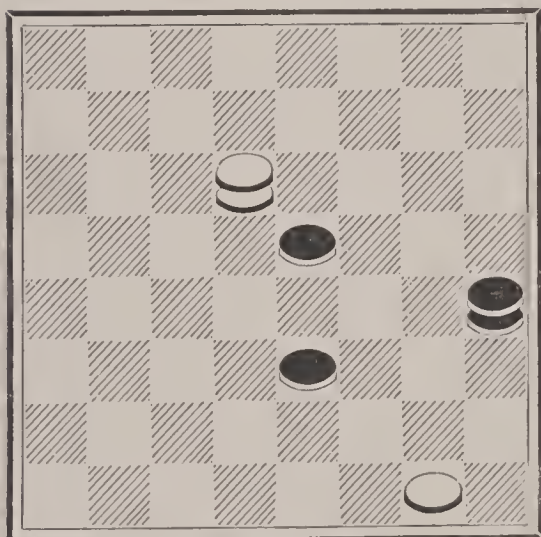
A. J. Heffner



White to play and draw

PROBLEM No. 21

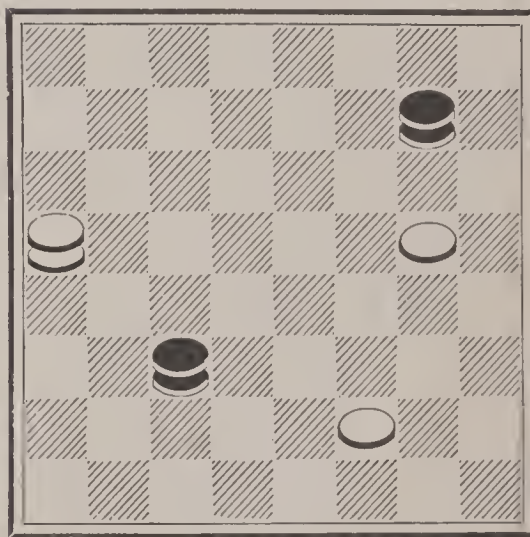
J. C. Craig



Black to play and win

PROBLEM No. 22

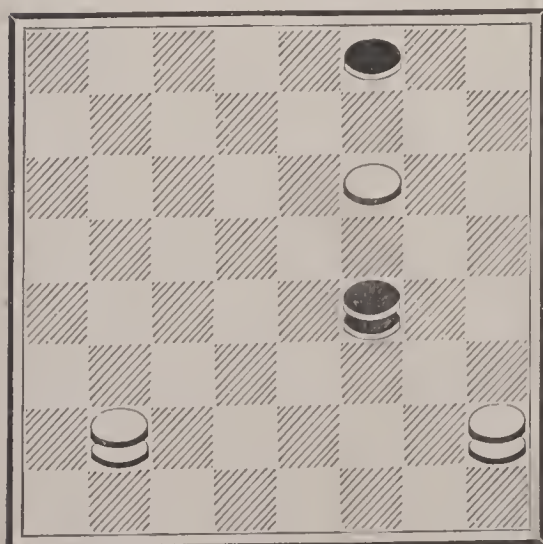
Dr. W. M. Purcell



White to play and win

PROBLEM No. 23

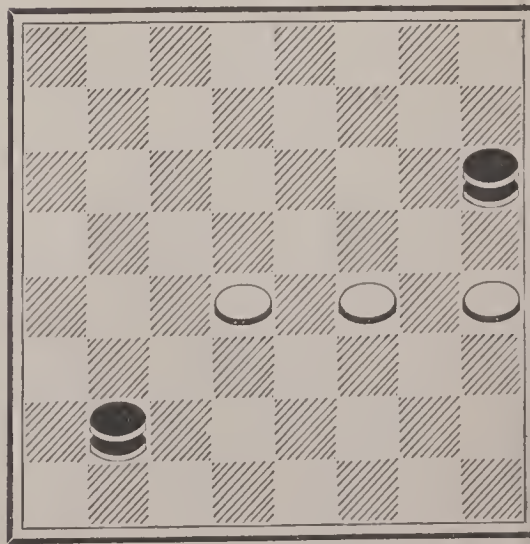
John Hornfeck



Black to play and draw

PROBLEM No. 24

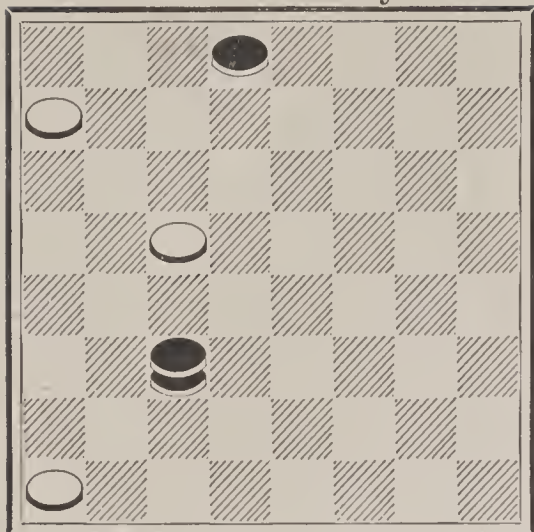
Bert E. Sanderson



White to play and win

PROBLEM No. 25

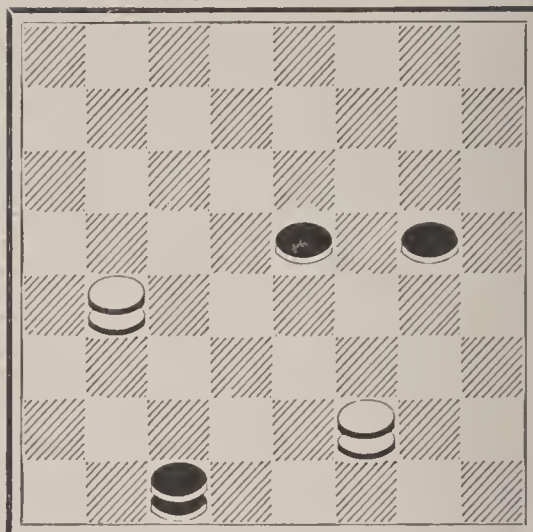
Wm. W. Avery



White to play and win

PROBLEM No. 26

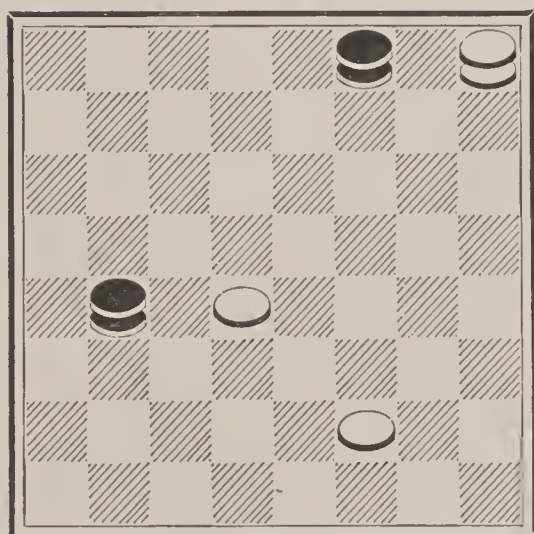
W. A. Farrell



White to play and draw

PROBLEM No. 27

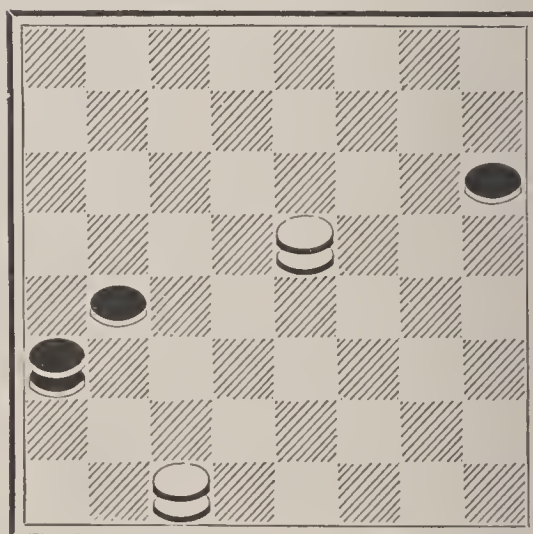
L. J. Vair



Black to play and draw

PROBLEM No. 28

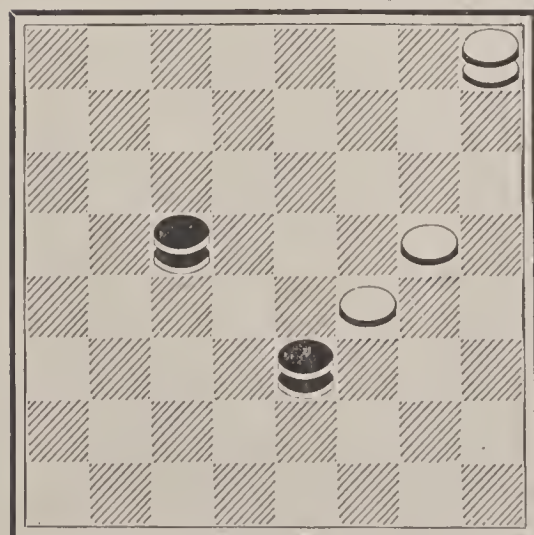
A. Sheean



Black to play and win

PROBLEM No. 29

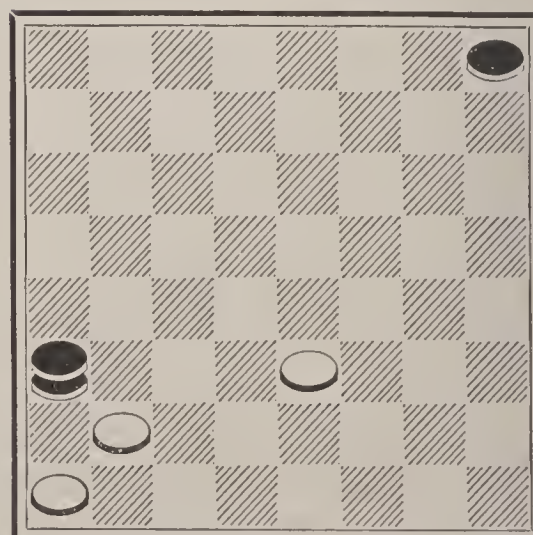
J. A. Sweeney



White to play and win

PROBLEM No. 30

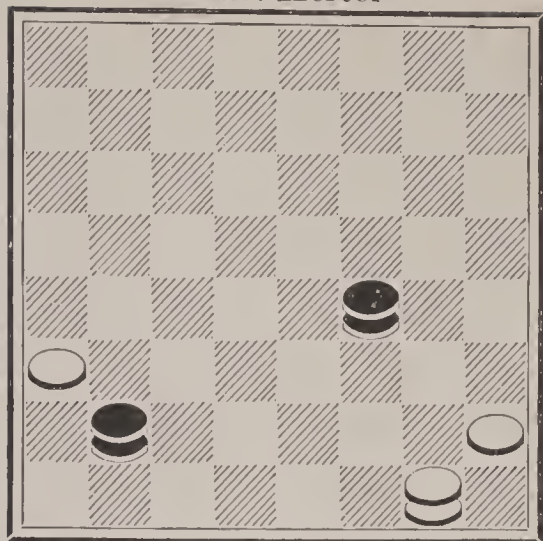
O. H. Richmond



White to play and win

PROBLEM No. 31

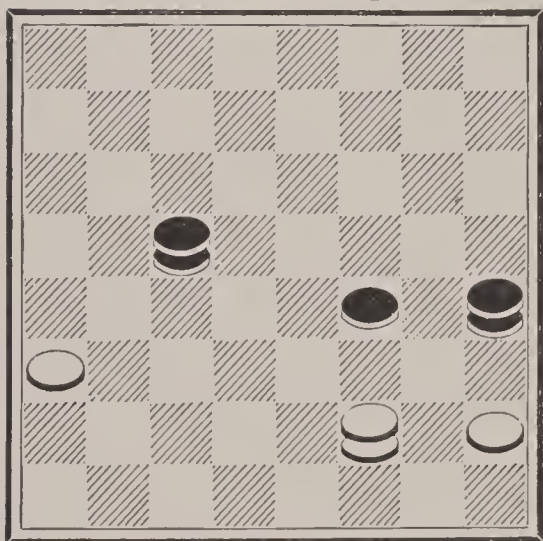
Chas. Hefter



White to play and win

PROBLEM No. 33

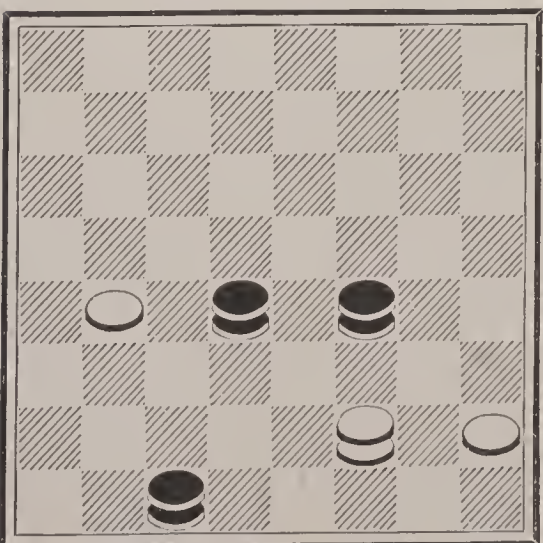
G. R. Gristy



Black to play and win

PROBLEM No. 35

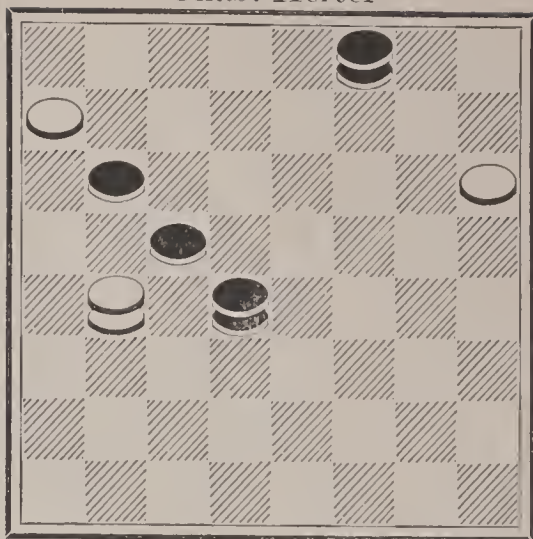
Chas. Hefter



White to play and draw

PROBLEM No. 32

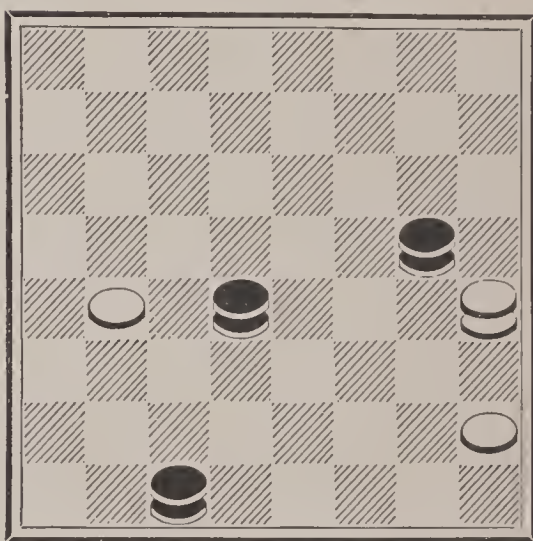
Chas. Hefter



Black to play and draw

PROBLEM No. 34

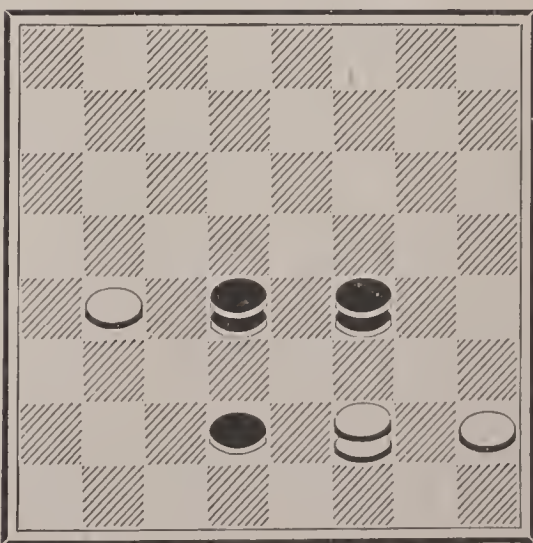
Dr. W. M. Purcell



Black to play and win

PROBLEM No. 36

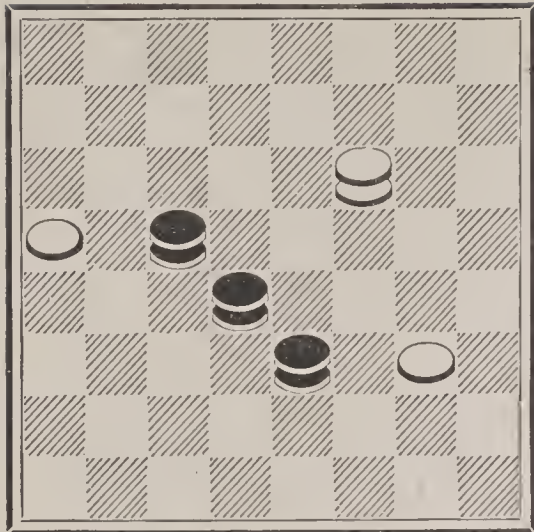
Dr. W. M. Purcell



Black to play and win

PROBLEM No. 37

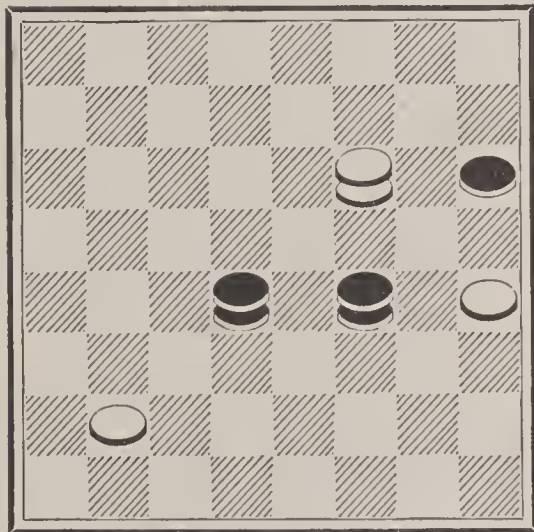
Chas. Hefter



Black to play and win

PROBLEM No. 39

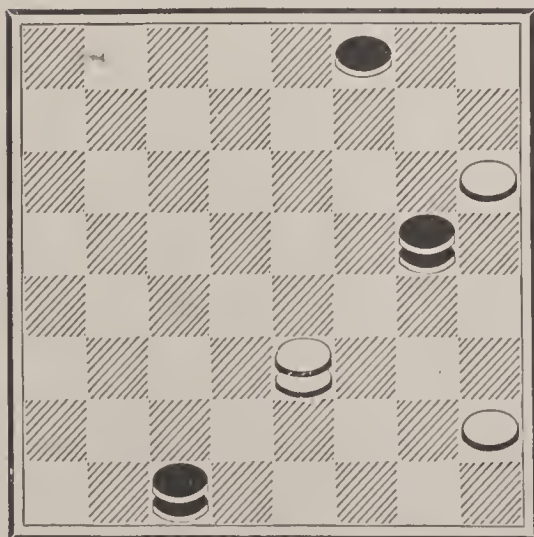
J. D. Janvier



Black to play and win

PROBLEM No. 41

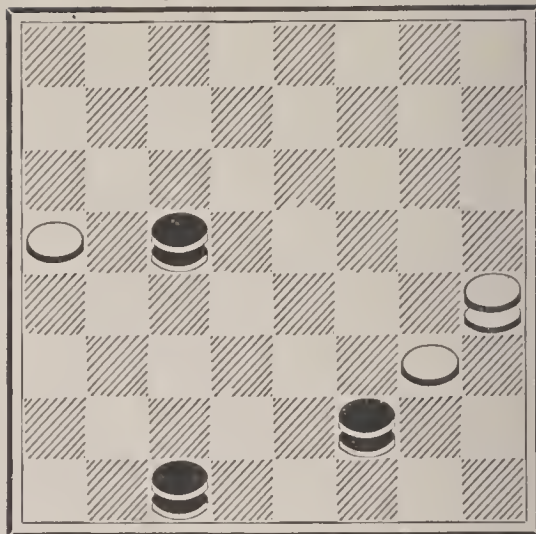
R. E. Bowen



White to play and draw

PROBLEM No. 38

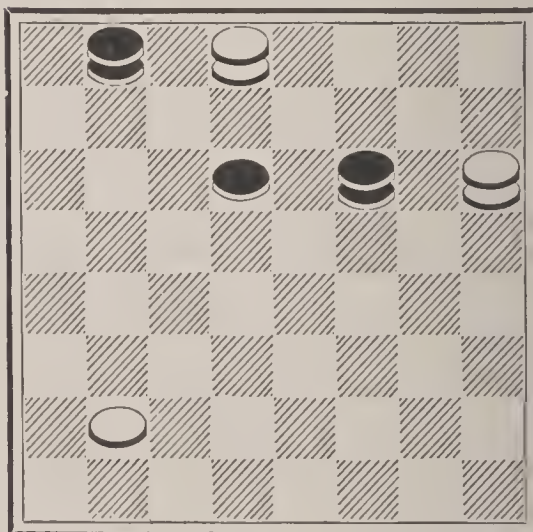
Dr. W. M. Purcell



Black to play and win

PROBLEM No. 40

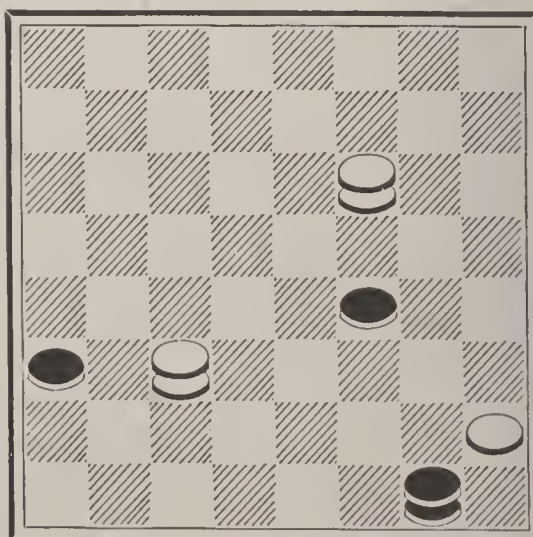
R. D. Yates



Black to play and win

PROBLEM No. 42

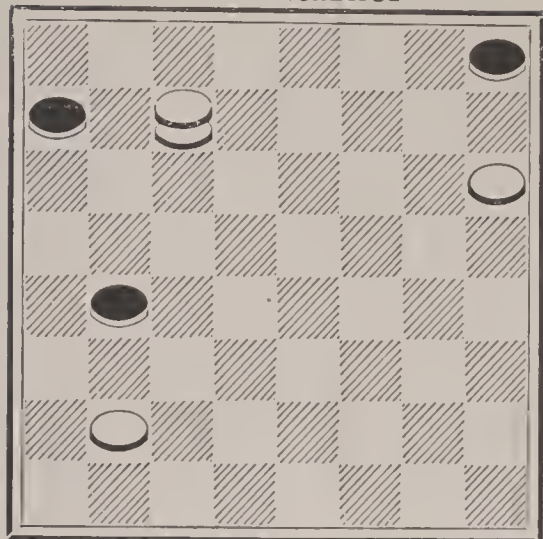
Chas. F. Barker



White to play and win

PROBLEM No. 43

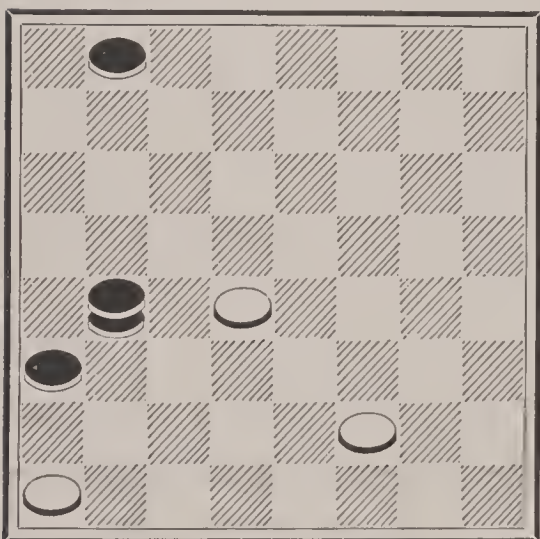
A. J. Heffner



White to play and win

PROBLEM No. 45

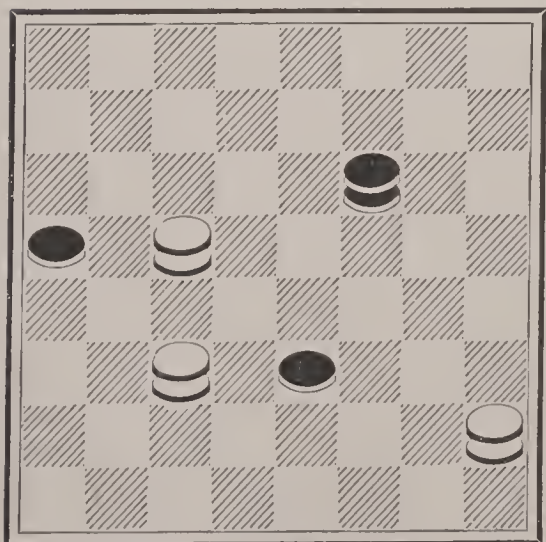
M. H. C. Wardell



Black to play and win

PROBLEM No. 47

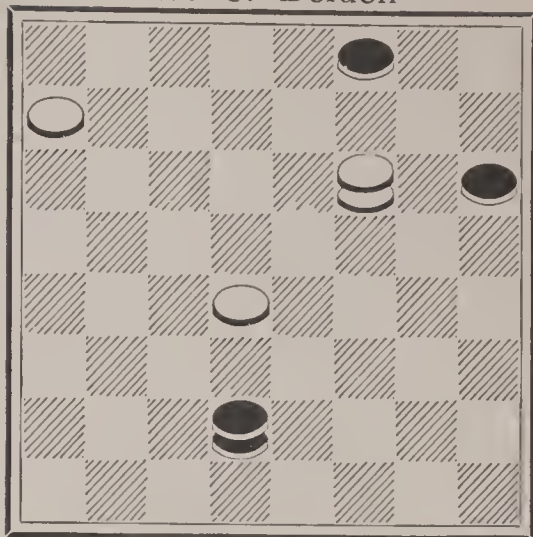
Dr. Purcell



White to play and win

PROBLEM No. 44

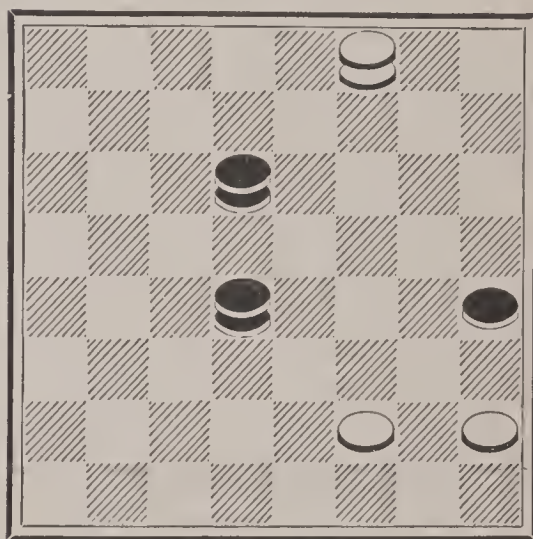
W. C. Belden



Black to play and draw

PROBLEM No. 46

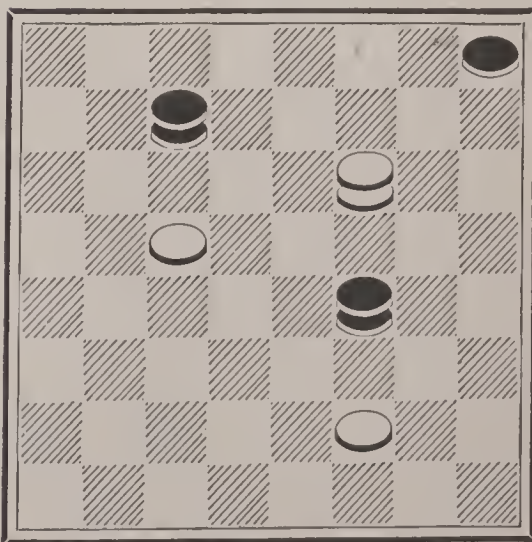
Chas. Heffer



Black to play and win

PROBLEM No. 48

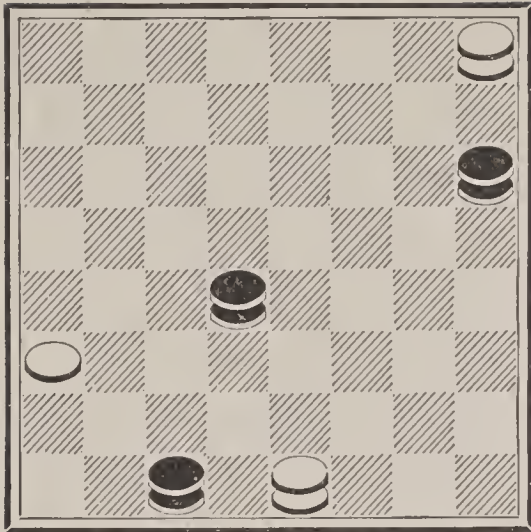
A. Sheean



Black to play and draw

PROBLEM No. 49

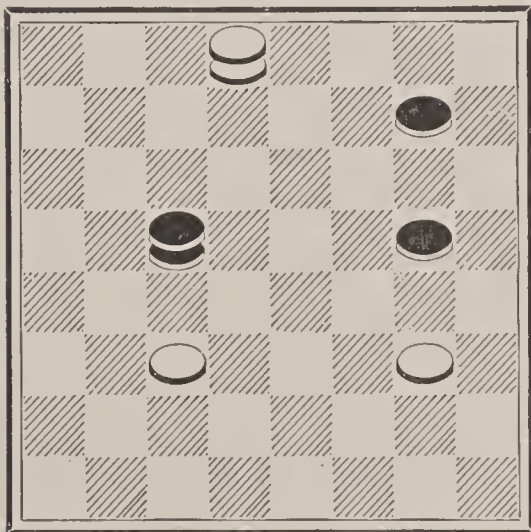
Geo. H. Slocum



Black to play and win

PROBLEM No. 51

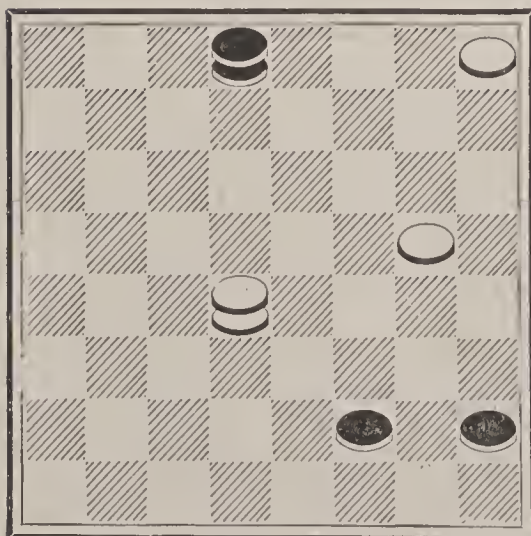
Chas. T. Davis



White to play and draw

PROBLEM No. 53

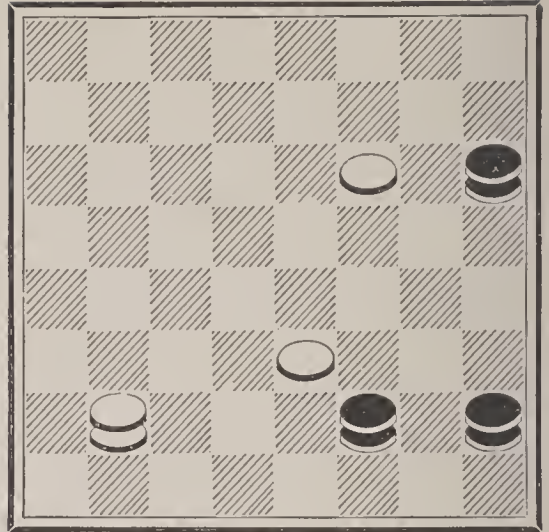
Chas. Hefter



White to play and win

PROBLEM No. 50

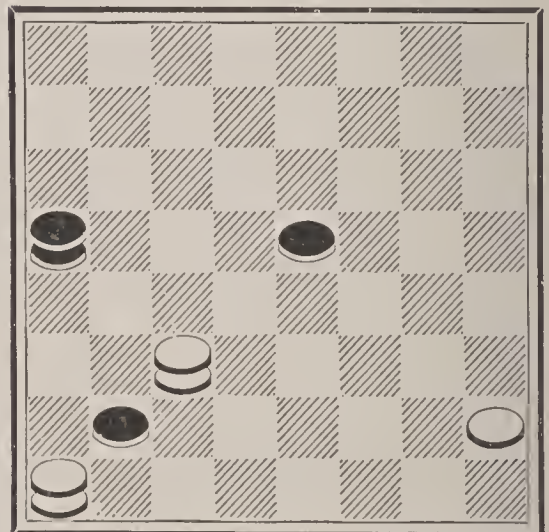
L. M. Stearns



White to play and draw

PROBLEM No. 52

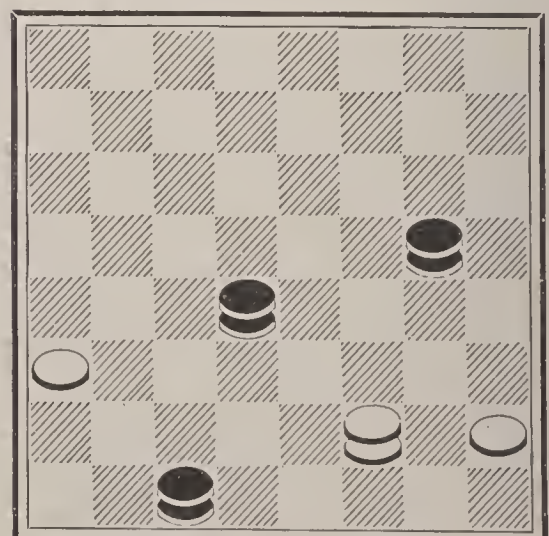
Chas. P. Gaffney



Black to play and win

PROBLEM No. 54

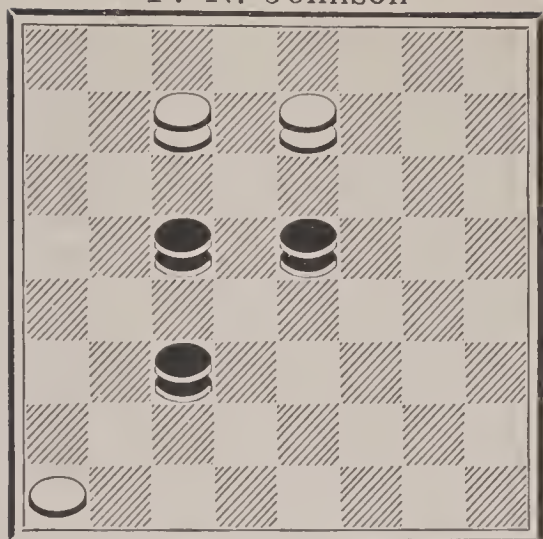
Chas. Hefter and Dr. Purcell



Black to play and win

PROBLEM No. 55

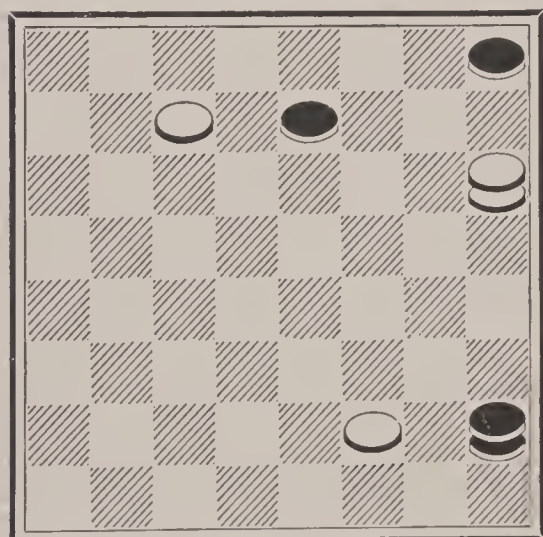
F. N. Johnson



Black to play and win

PROBLEM No. 57

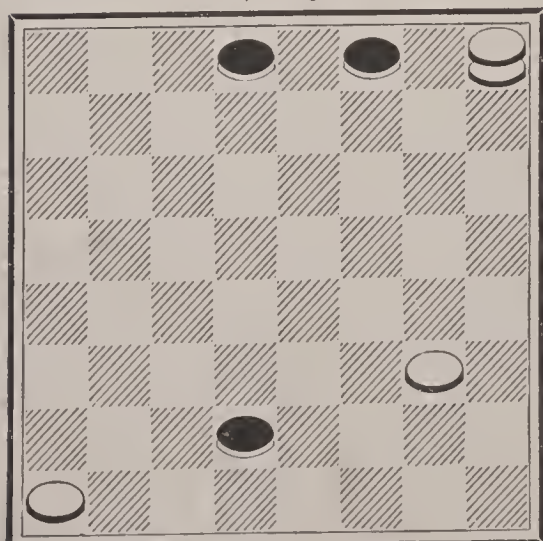
D. Kirkwood



White to play and win

PROBLEM No. 59

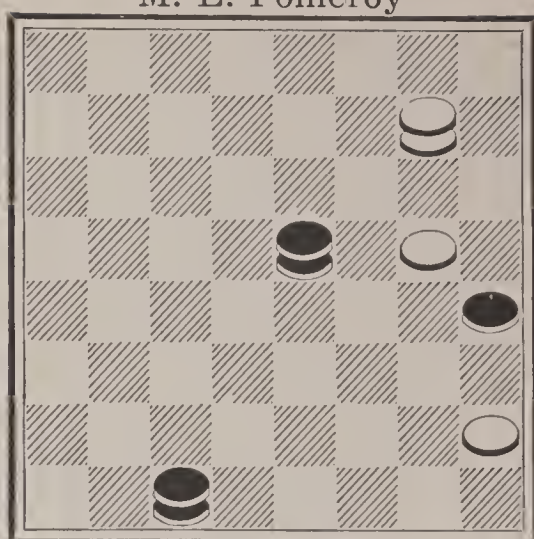
H. D. Lyman



Black to play and win

PROBLEM No. 56

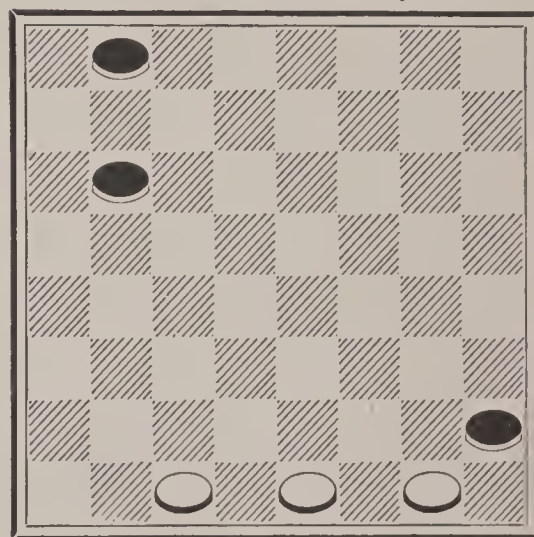
M. E. Pomeroy



Black to play and win

PROBLEM No. 58

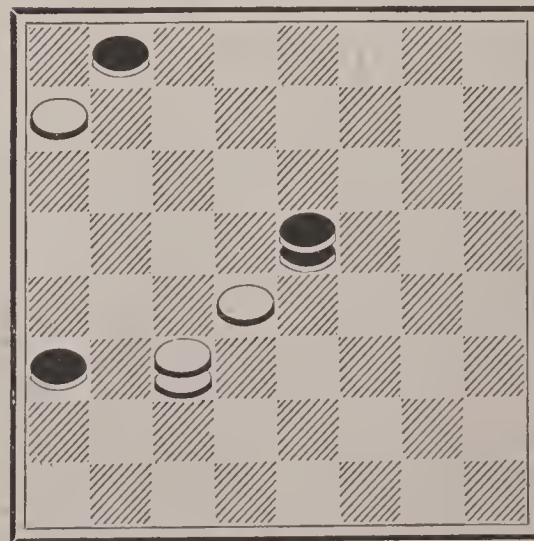
C. D. P. Hamilton, Jr.



Black to play and draw

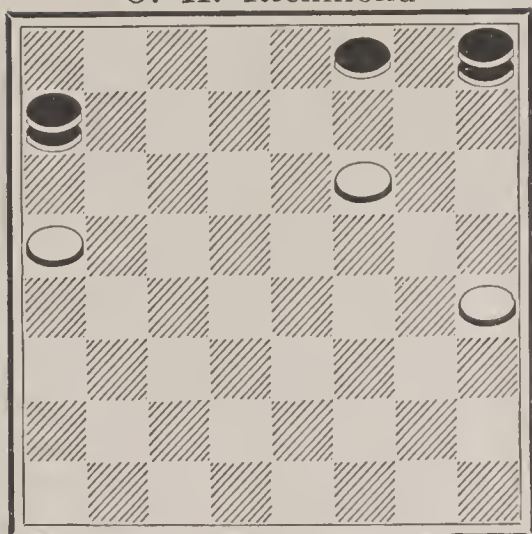
PROBLEM No. 60

Chas. Hefter



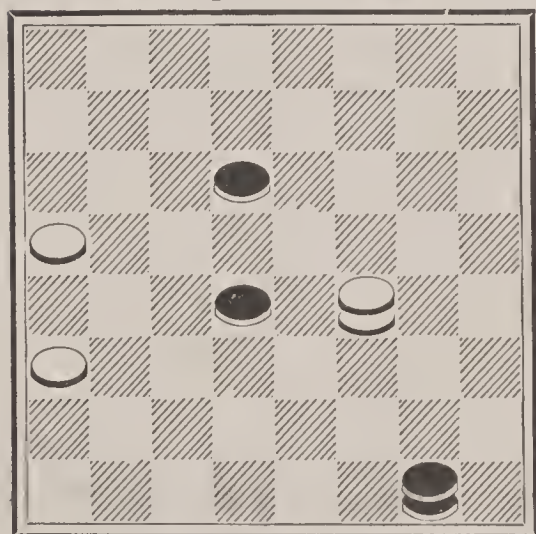
Black to play and win

PROBLEM No. 61
O. H. Richmond



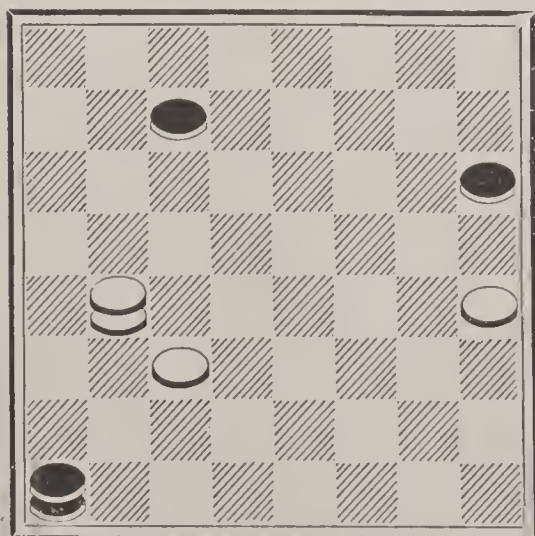
Black to play and win

PROBLEM No. 63
Rudolph Hoffman



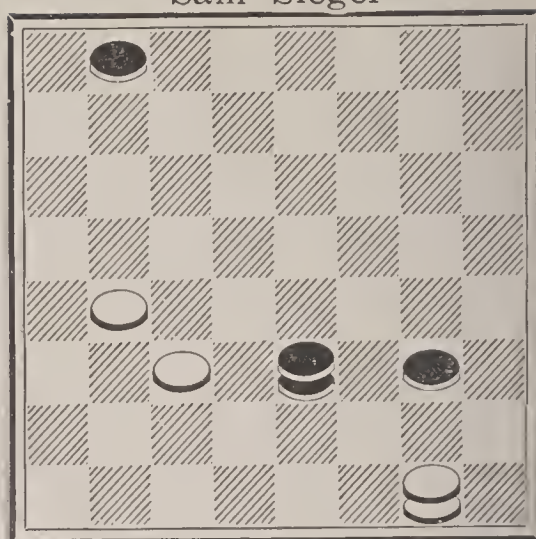
White to play and win

PROBLEM No. 65
Chas. Hefter



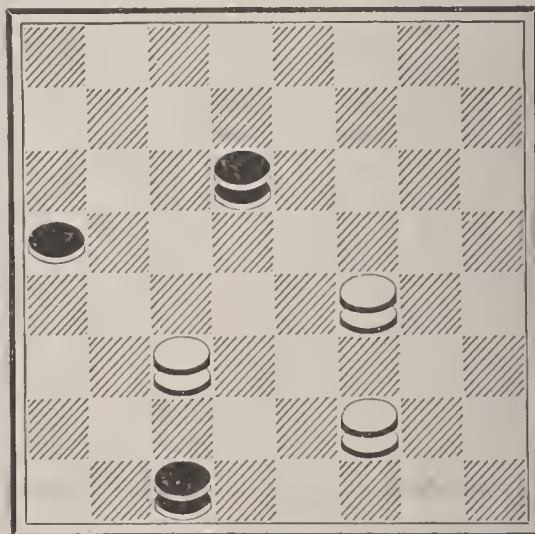
Black to play and draw

PROBLEM No. 62
Sam Siegel



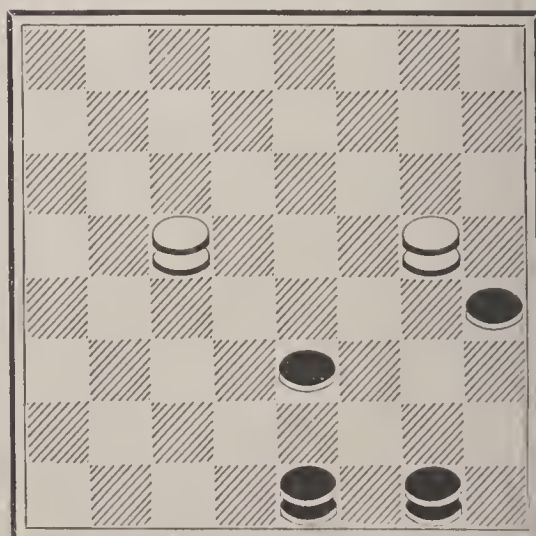
White to play and draw

PROBLEM No. 64
J. B. McIndoe



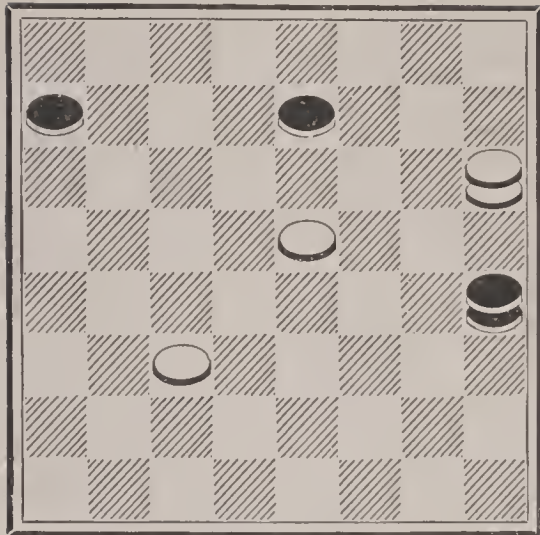
White to play and win

PROBLEM No. 66
Dr. W. M. Purcell



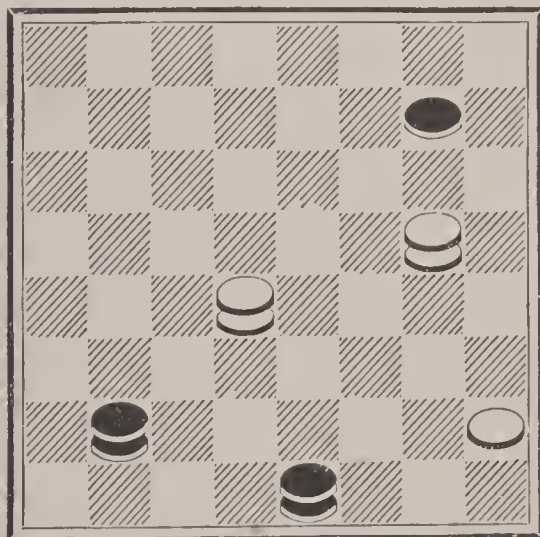
White to play and win

PROBLEM No. 67
M. H. C. Wardell



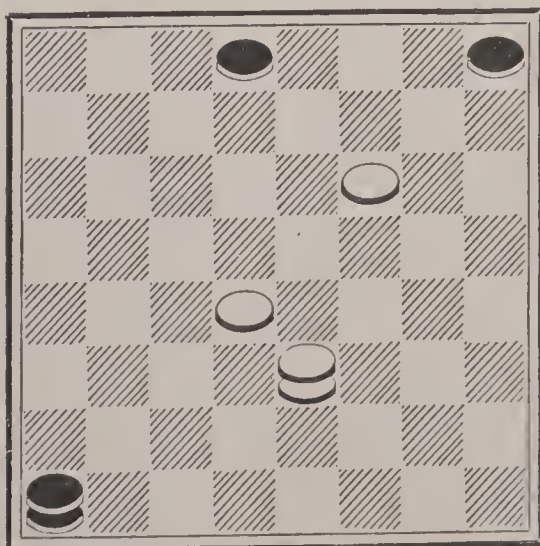
White to play and win

PROBLEM No. 69
A. J. Heffner



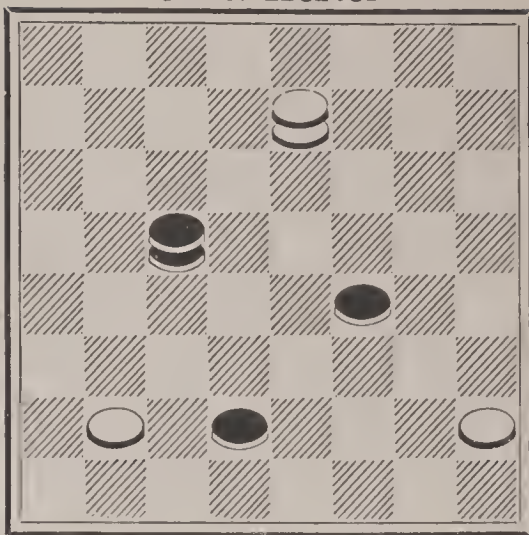
White to play and win

PROBLEM No. 71
M. H. C. Wardell



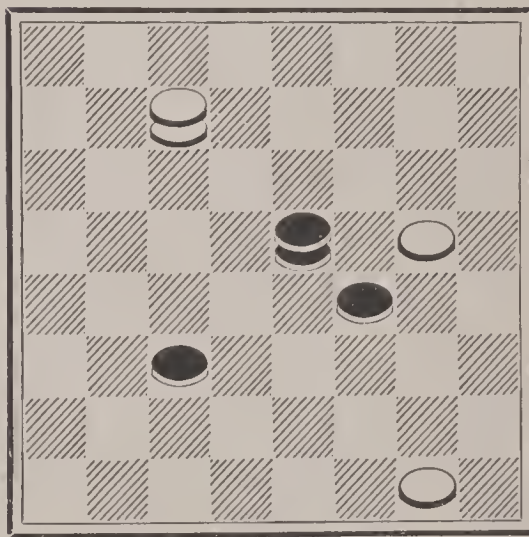
White to play and win

PROBLEM No. 68
Chas. Heffer



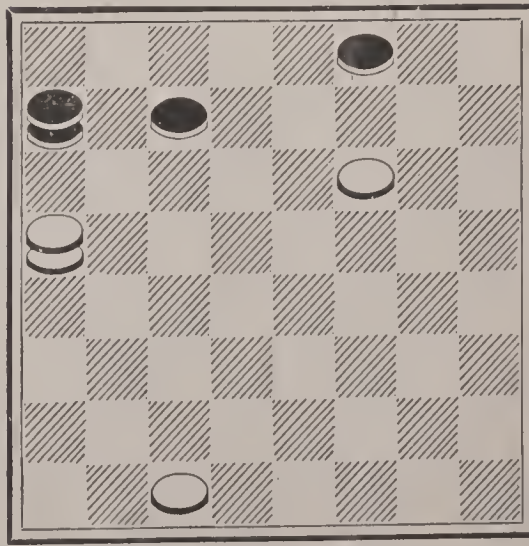
Black to play and win

PROBLEM No. 70
W. C. Belden



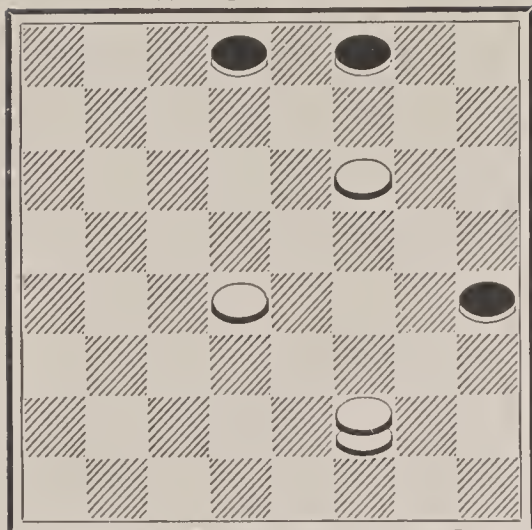
White to play and draw

PROBLEM No. 72
O. H. Richmond



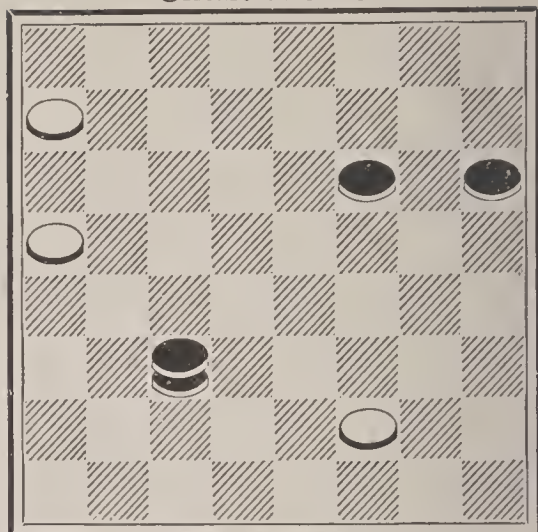
Black to play and win

PROBLEM No. 73
W. C. Belden



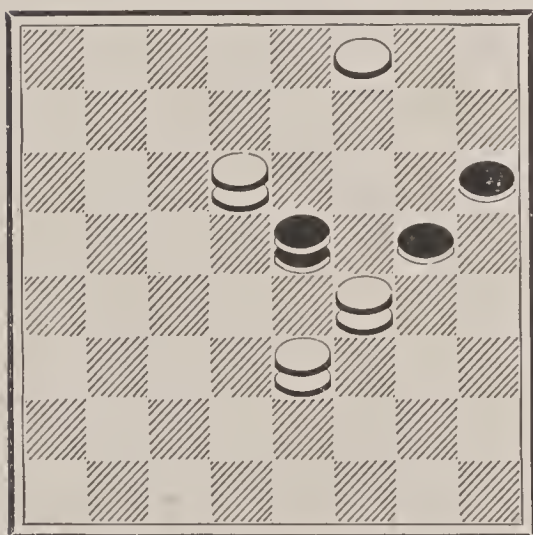
White to play and win

PROBLEM No. 74
Chas. Hefter



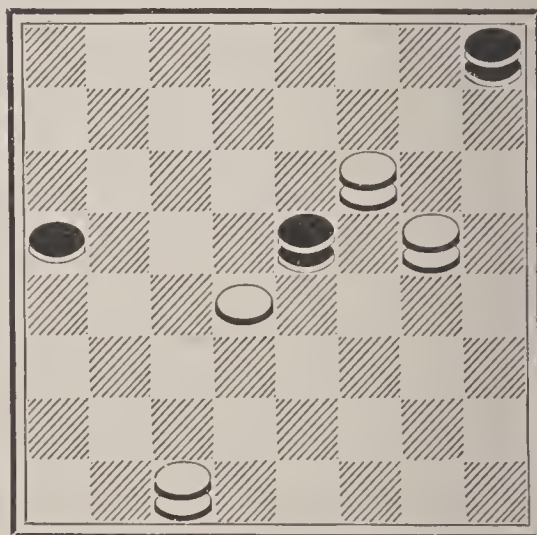
Black to play and win

PROBLEM No. 75
M. H. C. Wardell



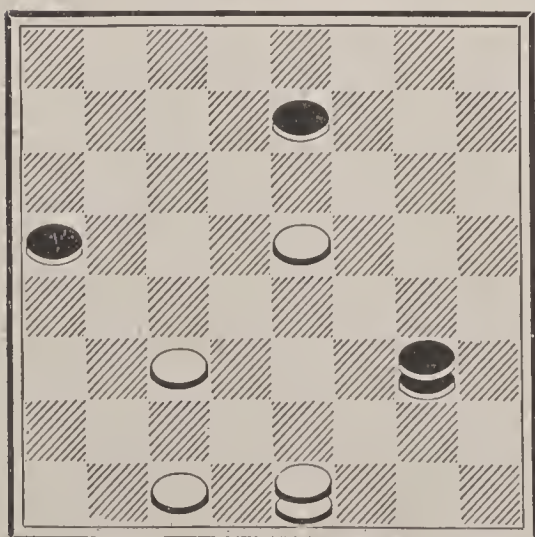
White to play and win

PROBLEM No. 76
P. M. Brodt



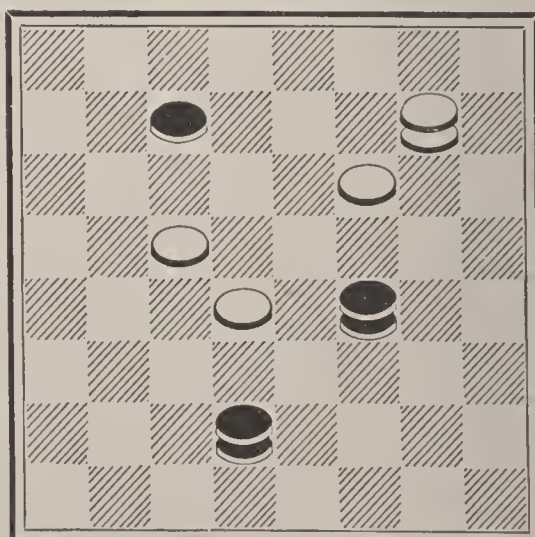
White to play and win

PROBLEM No. 77
Chas. F. Barker



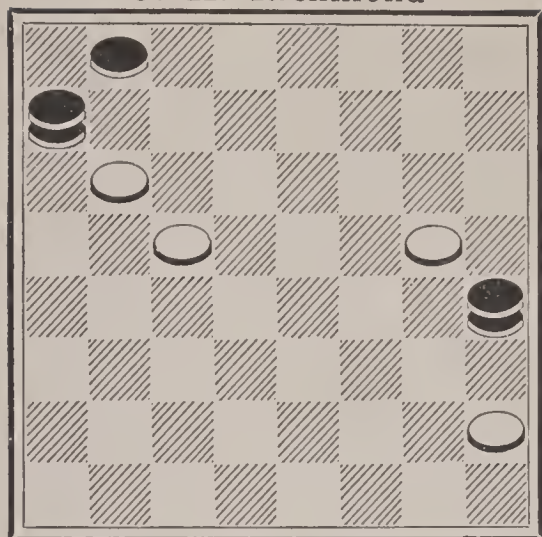
White to play and win

PROBLEM No. 78
A. J. Heffner



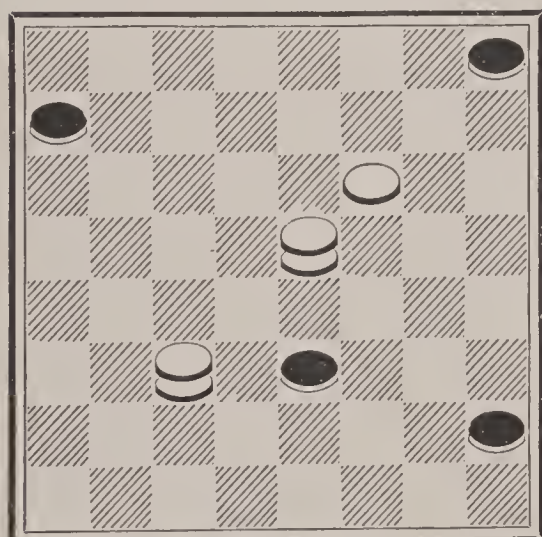
White to play and win

PROBLEM No. 79
O. H. Richmond



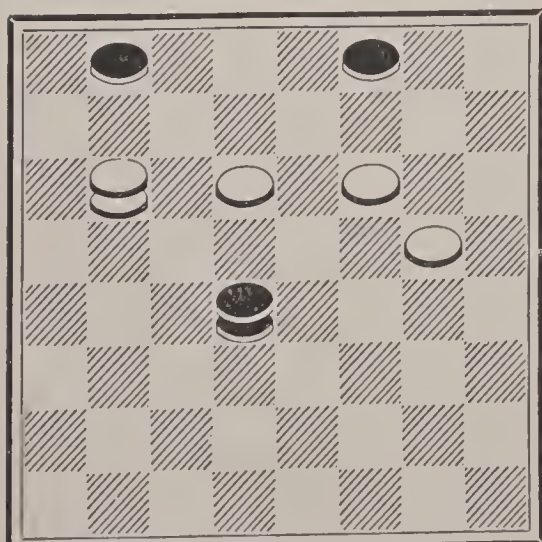
White to play and win

PROBLEM No. 81
Chas. F. Barker



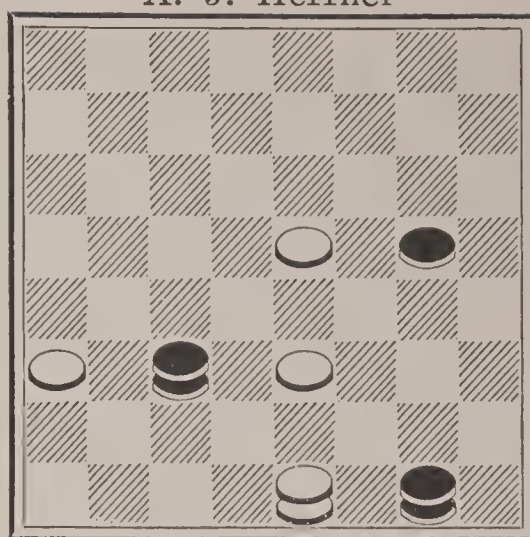
White to play and draw

PROBLEM No. 83
E. A. Williams



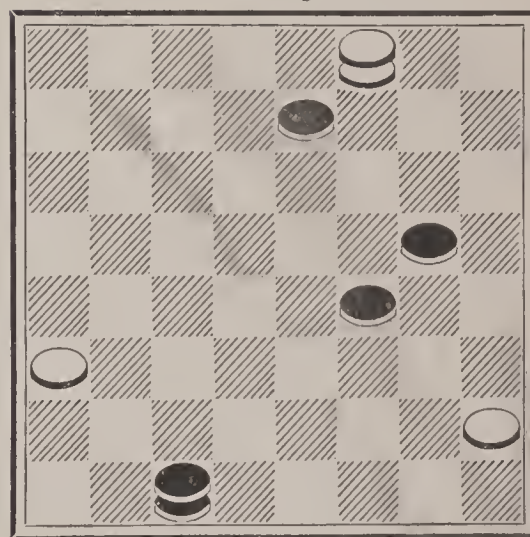
White to play and win

PROBLEM No. 80
A. J. Heffner



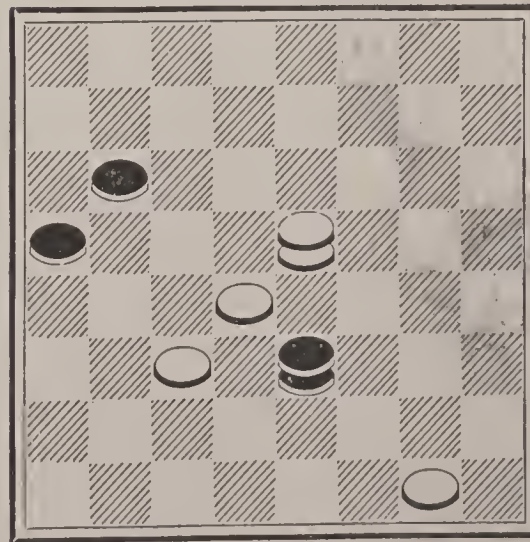
White to play and win

PROBLEM No. 82
W. D. Lyman



Black to play and win

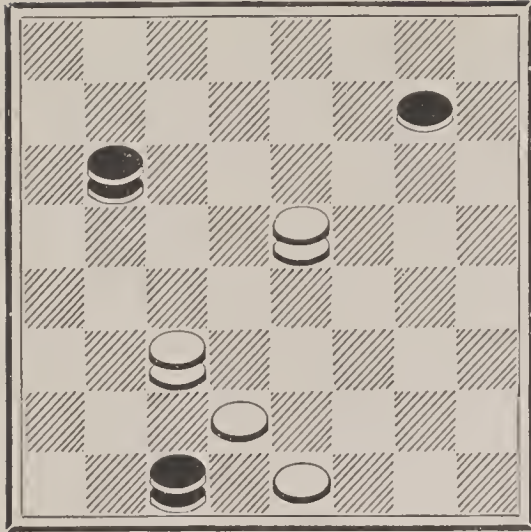
PROBLEM No. 84
J. Dempster



White to play and win

PROBLEM No. 85

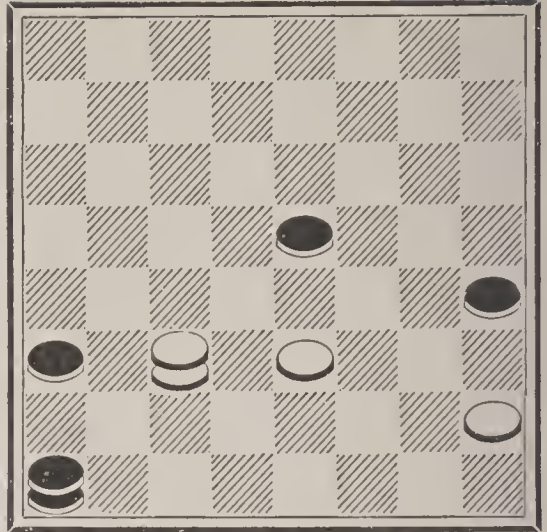
H. D. Lyman



White to play and win

PROBLEM No. 86

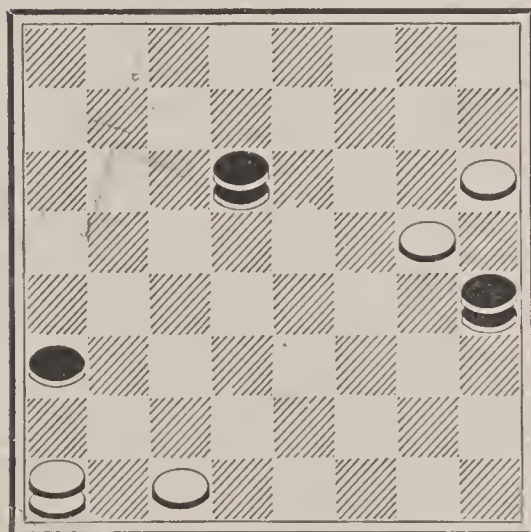
Ralph Banks



Black to play and win

PROBLEM No. 87

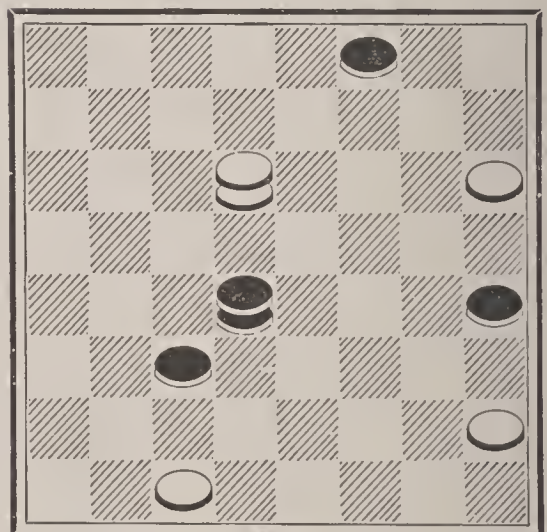
Harvey L. Hopkins



White to play and win

PROBLEM No. 88

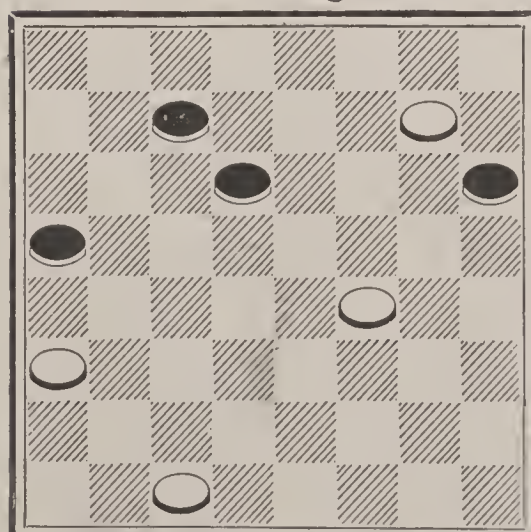
T. M. Sayers



Black to play and win

PROBLEM No. 89

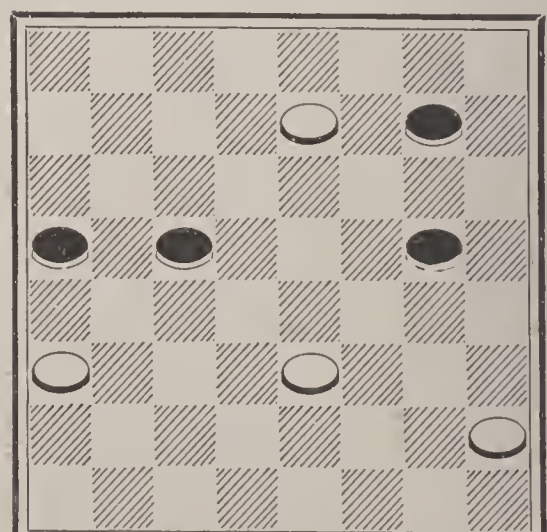
Sam Siegel



Black to play and draw

PROBLEM No. 90

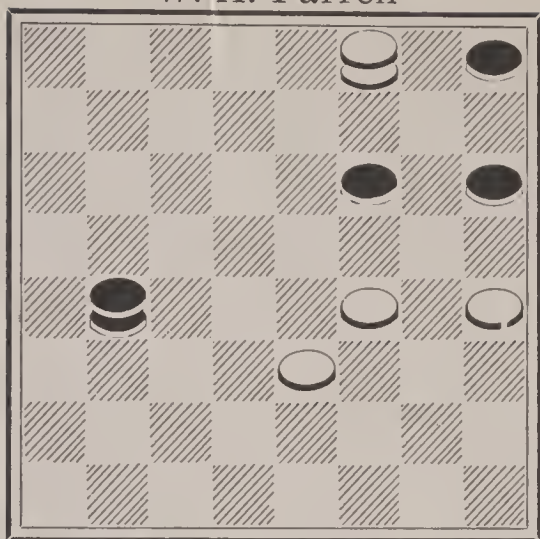
I. P. Ketchum



White to play and win

PROBLEM No. 91

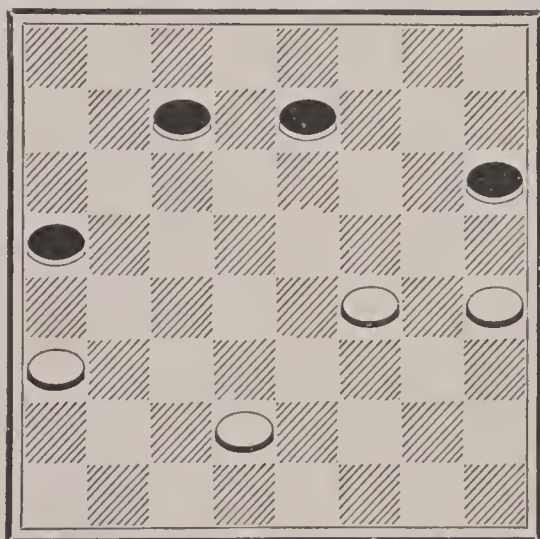
W. A. Farrell



Black to play and draw

PROBLEM No. 93

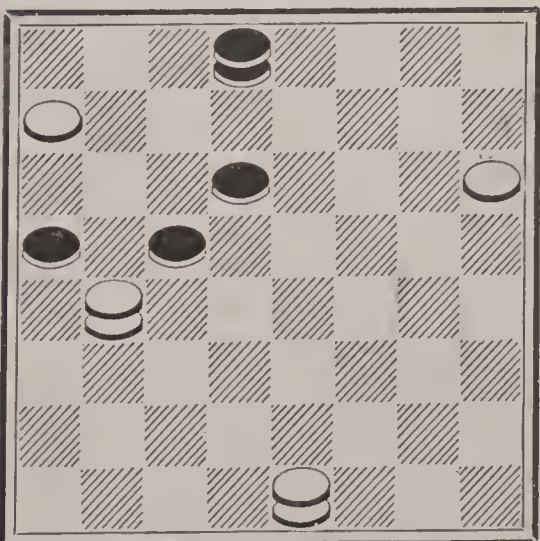
Jas. P. Reed



Black to play and draw

PROBLEM No. 95

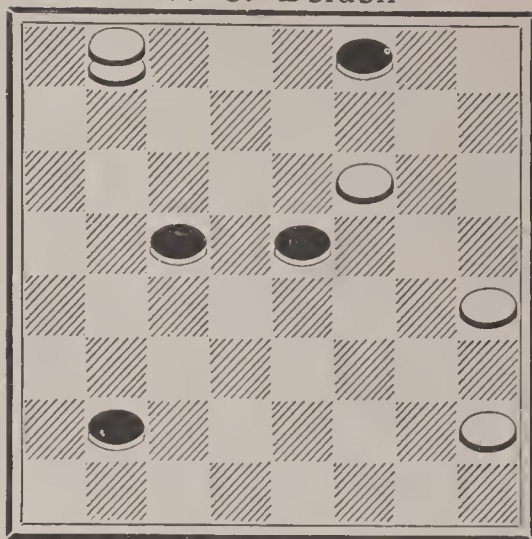
Sheean and Belden



Black to play and draw

PROBLEM No. 92

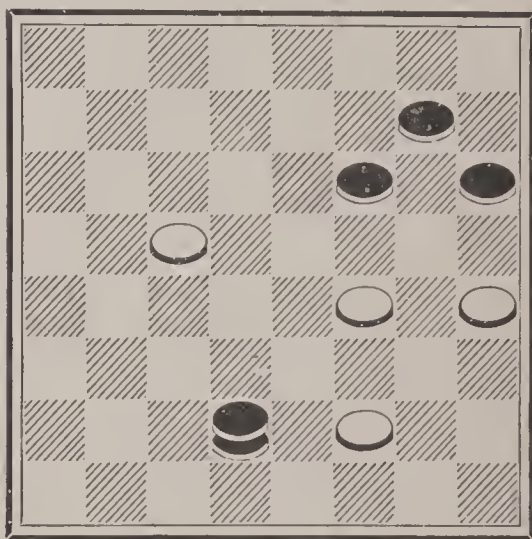
W. C. Belden



White to play and win

PROBLEM No. 94

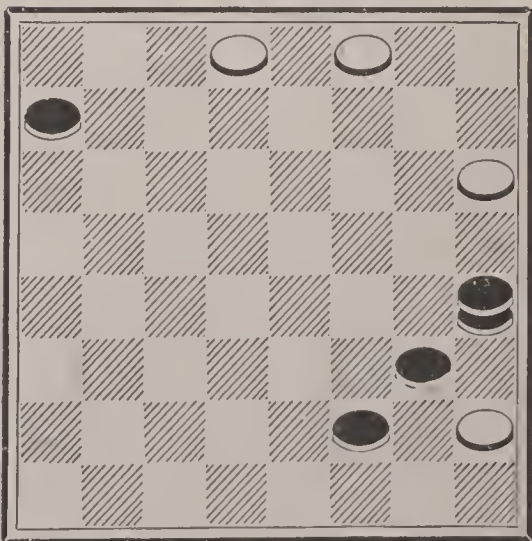
Chas. Hefter



White to play and draw

PROBLEM No. 96

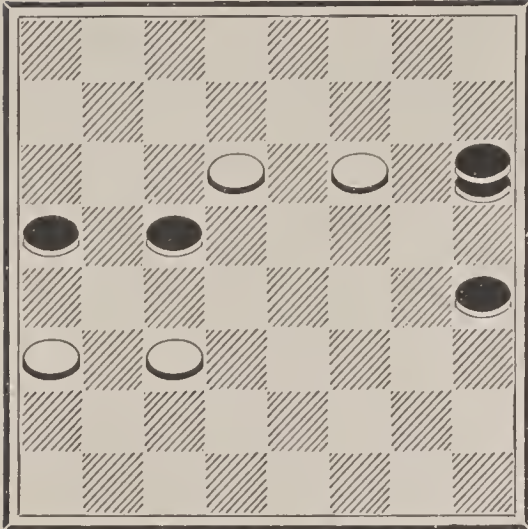
O. H. Richmond



White to play and win

PROBLEM No. 97

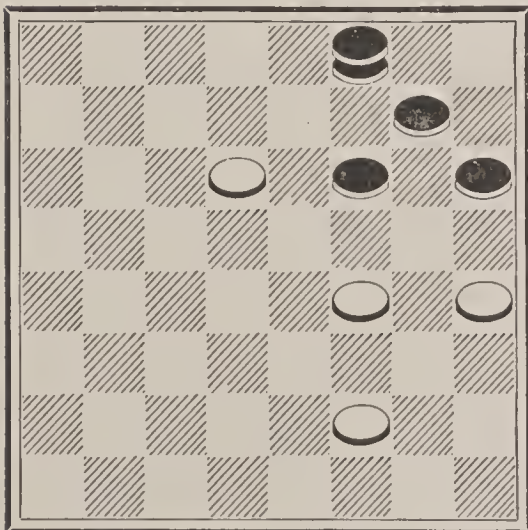
Chas. F. Barker



Black to play and win

PROBLEM No. 99

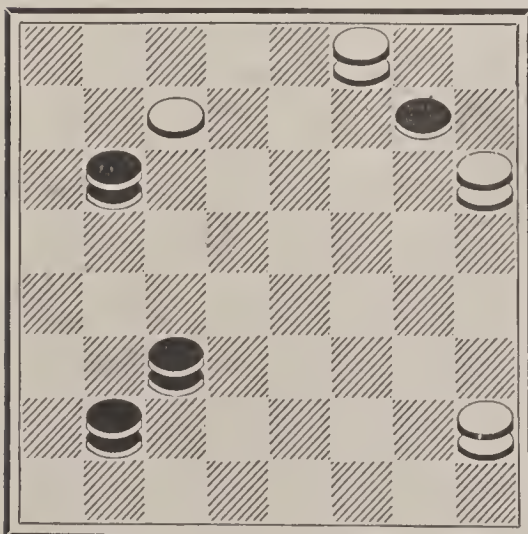
O. H. Richmond



White to play and win

PROBLEM No. 101

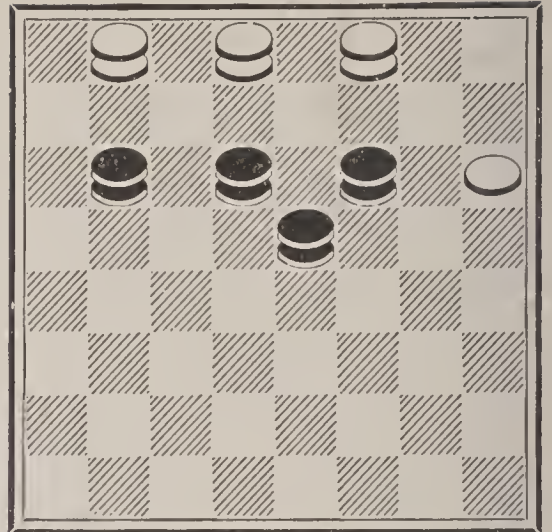
G. H. Slocum



White to play and win

PROBLEM No. 98

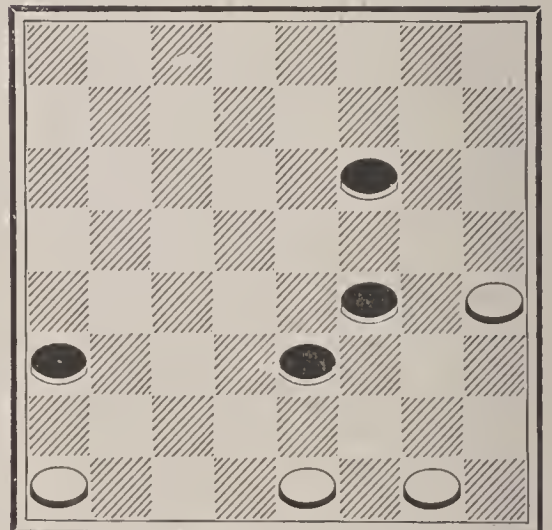
A. J. Heffner



Black to play and win

PROBLEM No. 100

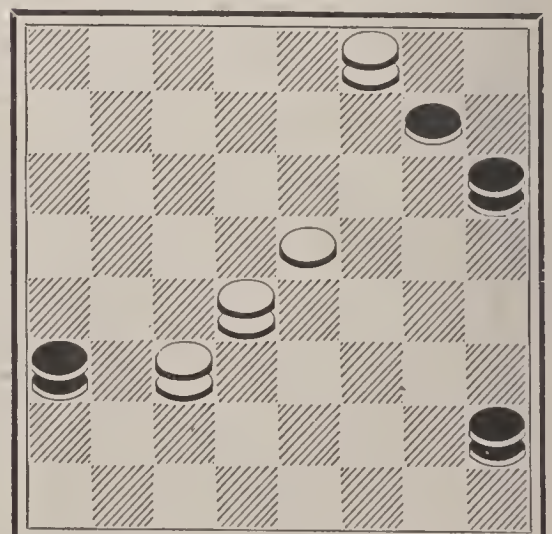
Dr. A. Schaefer



White to play and win

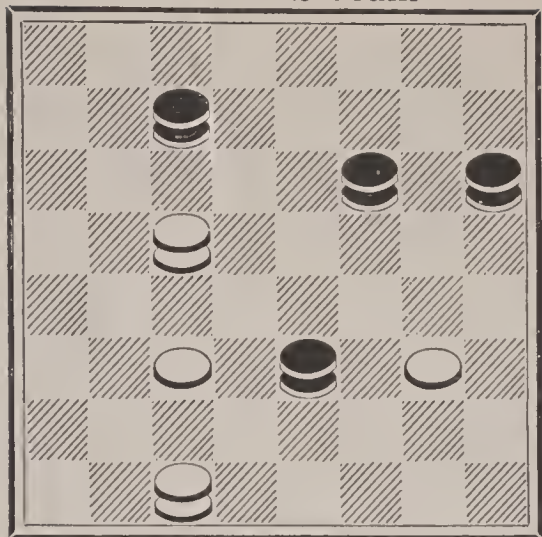
PROBLEM No. 102

Geo. H. Slocum



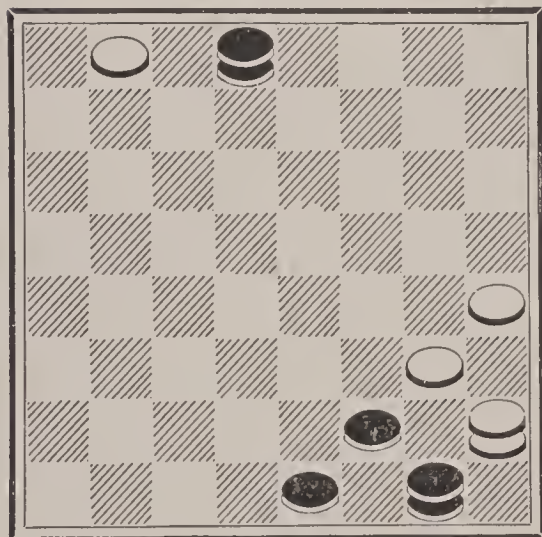
White to play and win

PROBLEM No. 103
Geo. H. Slocum



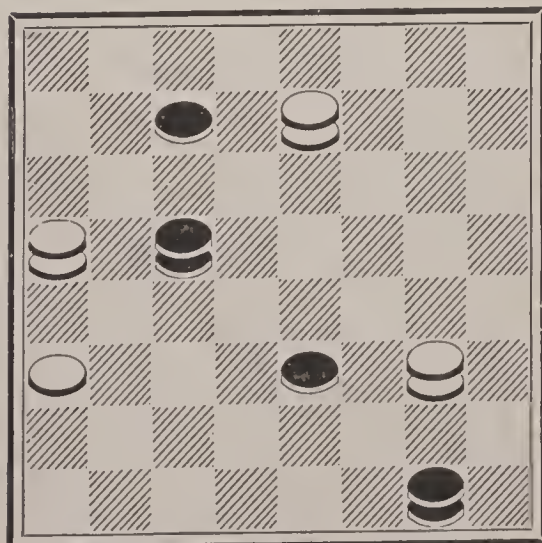
Black to play and win

PROBLEM No. 105
O. H. Richmond



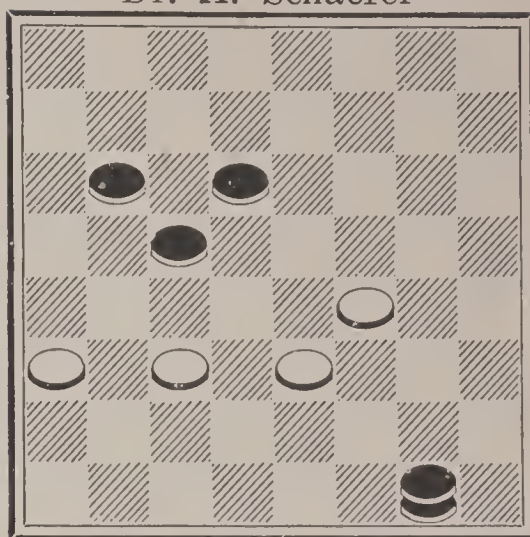
Black to play and win

PROBLEM No. 107
L. J. Vair



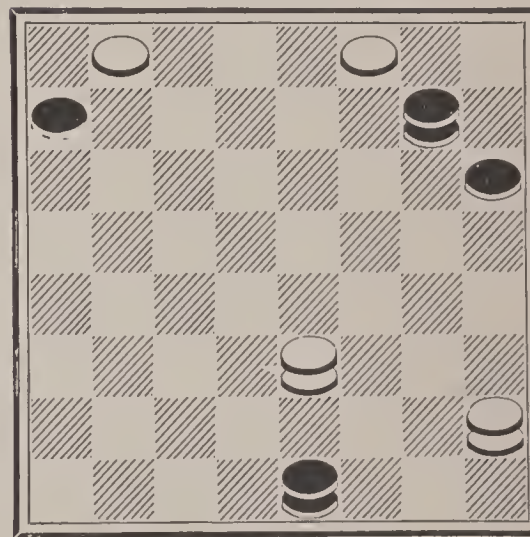
White to play and win

PROBLEM No. 104
Dr. A. Schaefer



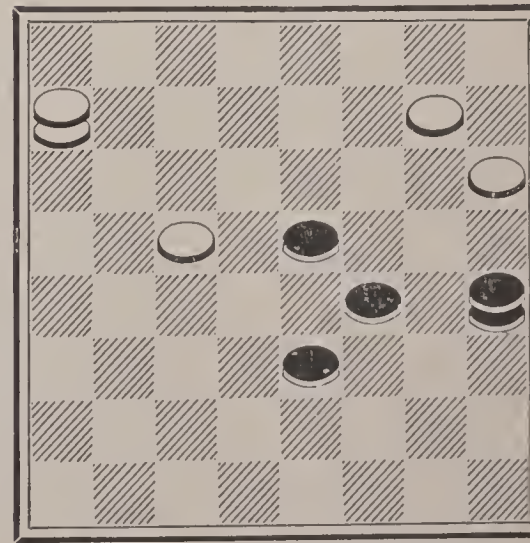
White to play and draw

PROBLEM No. 106
A. J. Heffner



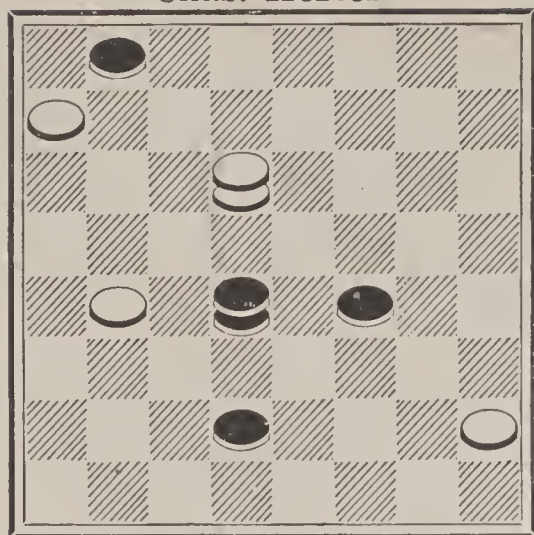
White to play and win

PROBLEM No. 108
John T. Hennigar



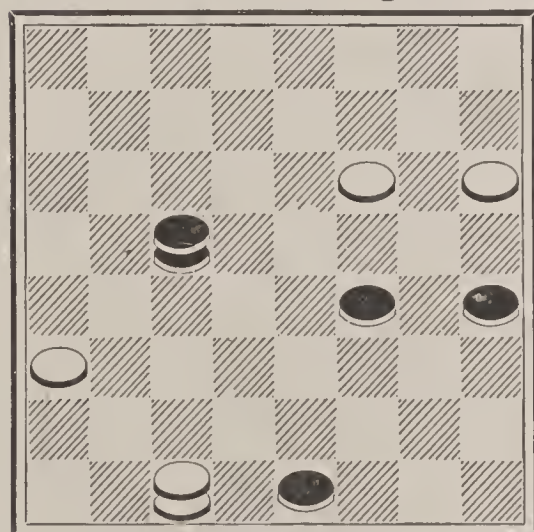
White to play and draw

PROBLEM No. 109
Chas. Hefter



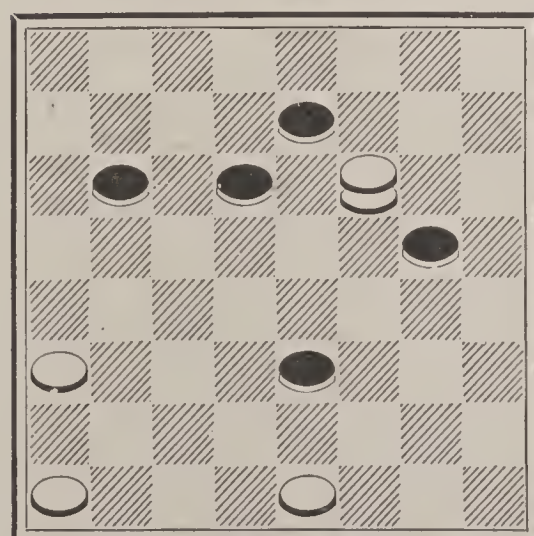
Black to play and win

PROBLEM No. 111
L. Armstrong



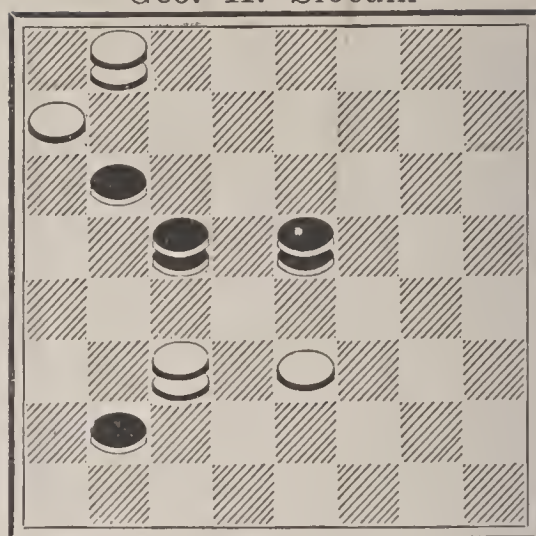
Black to play and win

PROBLEM No. 113
Newell W. Banks



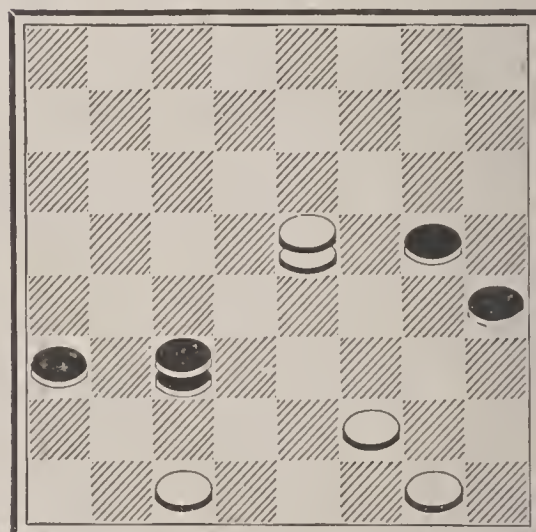
Black to play and draw

PROBLEM No. 110
Geo. H. Slocum



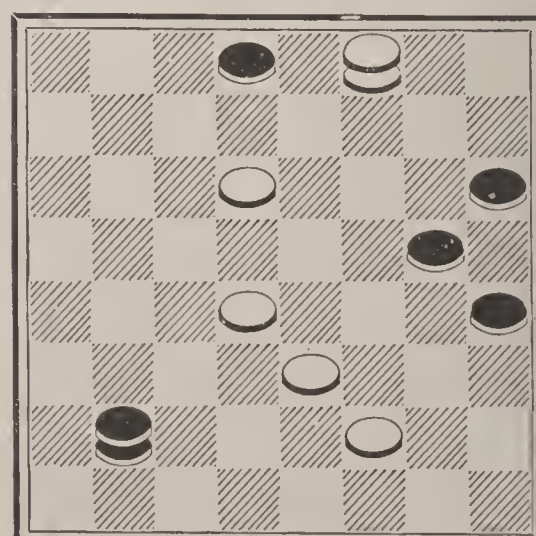
Black to play and win

PROBLEM No. 112
Bert Titus



White to play and win

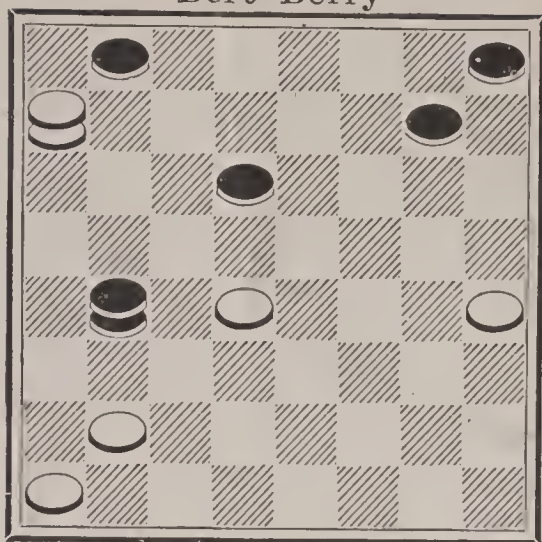
PROBLEM No. 114
Clarence H. Freeman



White to play and draw

PROBLEM No. 115

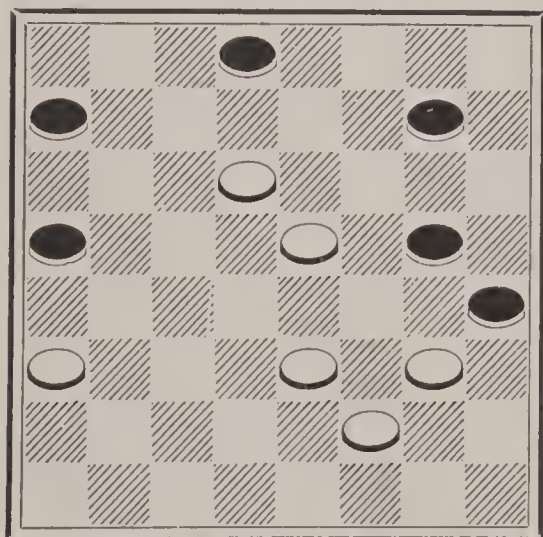
Bert Berry



Black to play and win

PROBLEM No. 117

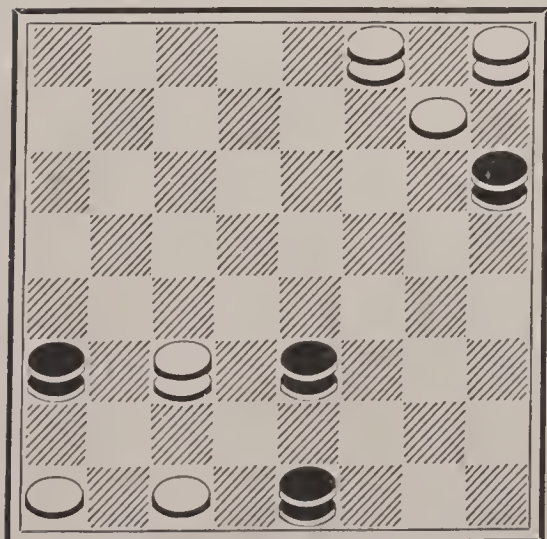
Chas. Hefter



Black to play and draw

PROBLEM No. 119

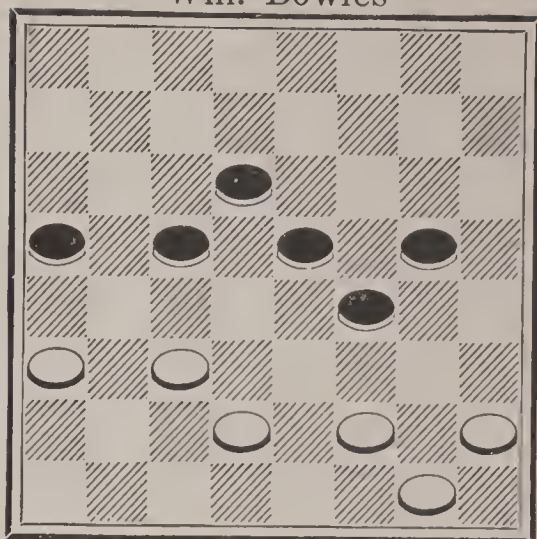
C. D. P. Hamilton, Jr.



Black to play and win

PROBLEM No. 116

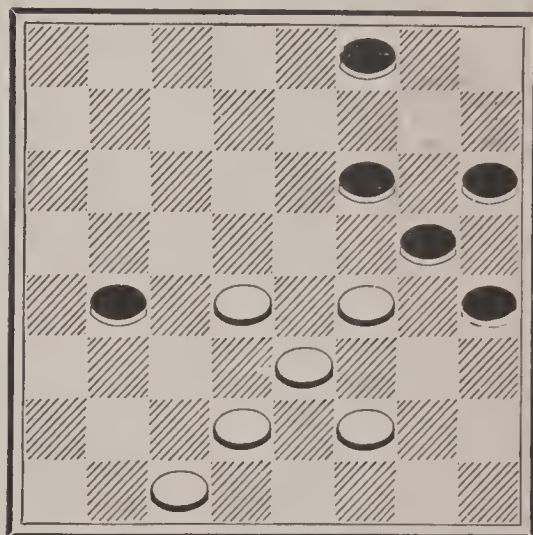
Wm. Bowles



White to play and win

PROBLEM No. 118

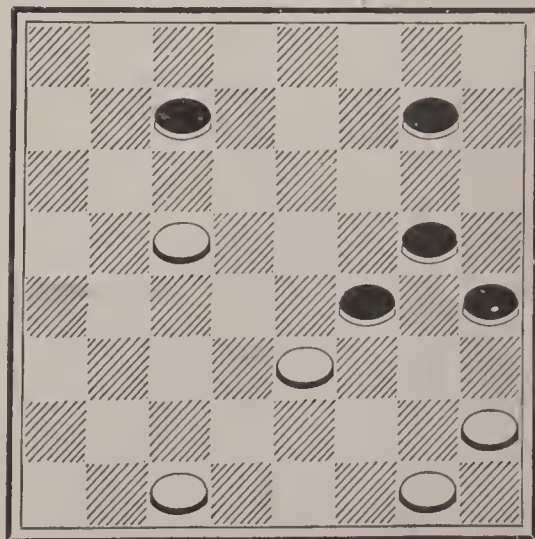
J. D. Janvier



White to play and win

PROBLEM No. 120

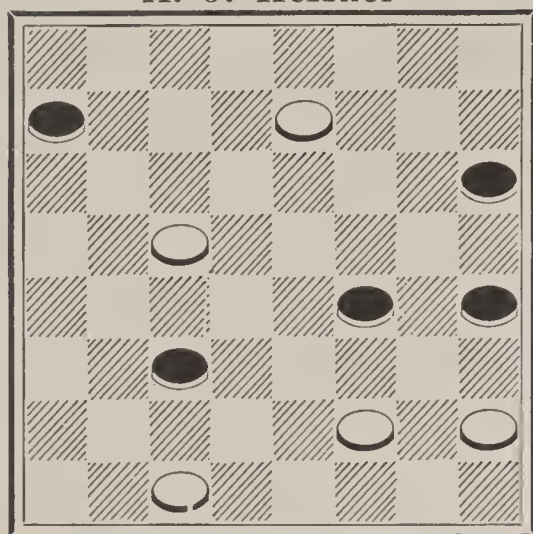
A. J. Heffner



White to play and win

PROBLEM No. 121

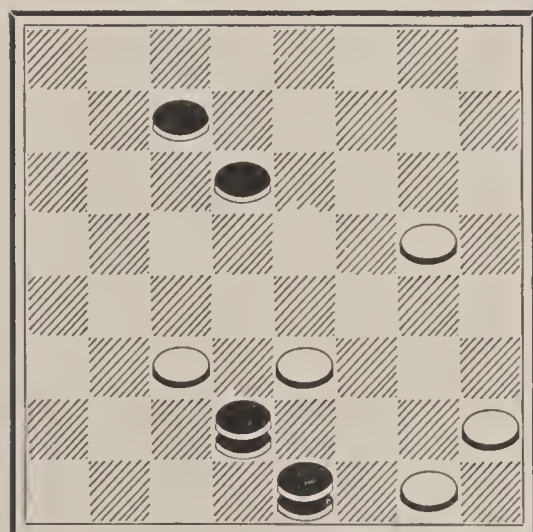
A. J. Heffner



White to play and win

PROBLEM No. 123

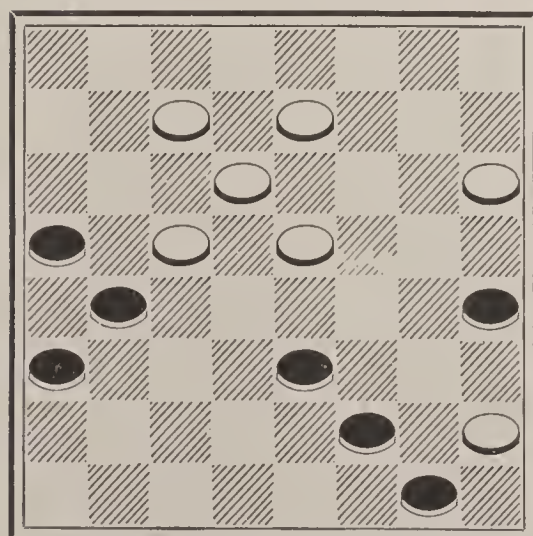
L. M. Stearns



White to play and win

PROBLEM No. 125

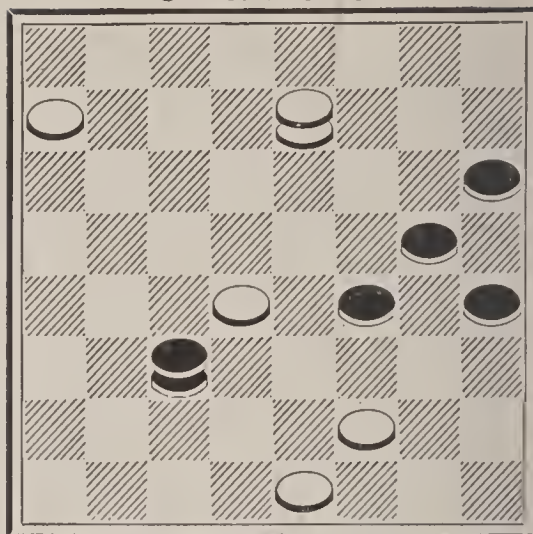
C. Heffter and Chris Nelson



White to play and draw

PROBLEM No. 122

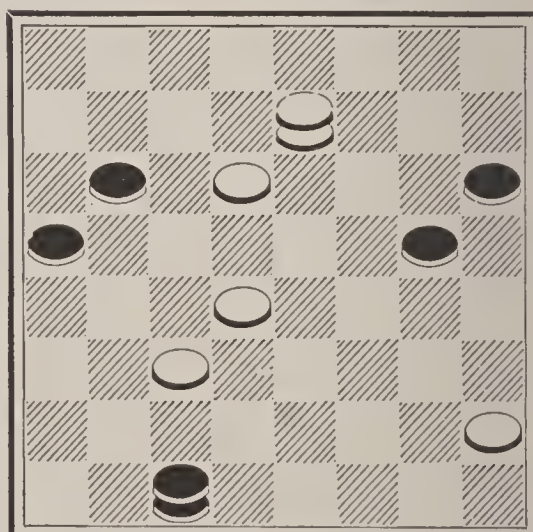
Chas. Heffter



White to play and draw

PROBLEM No. 124

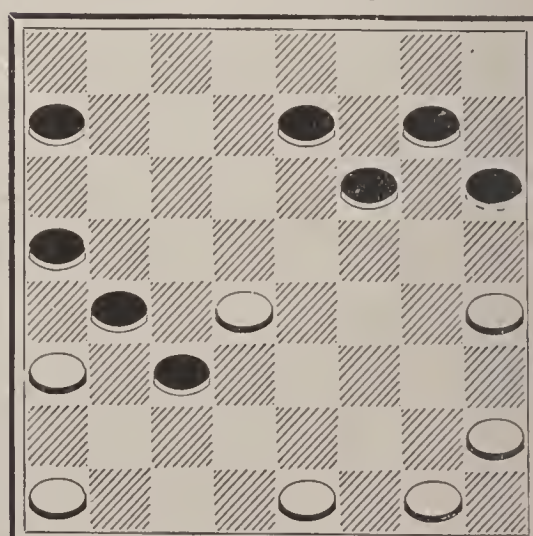
A. M. Valentine



White to play and draw

PROBLEM No. 126

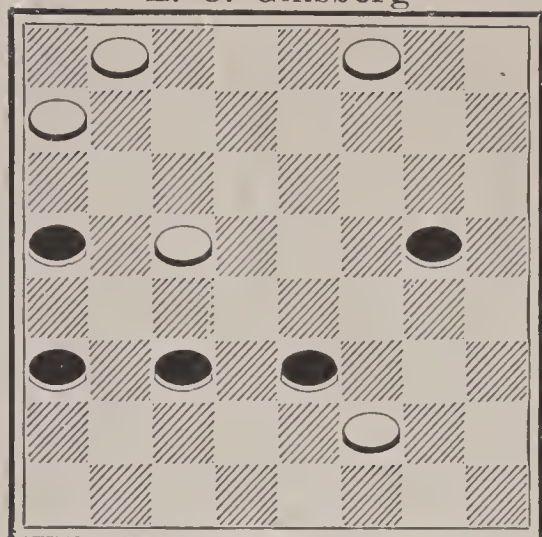
Geo. Pierce



Black to play and draw

PROBLEM No. 127

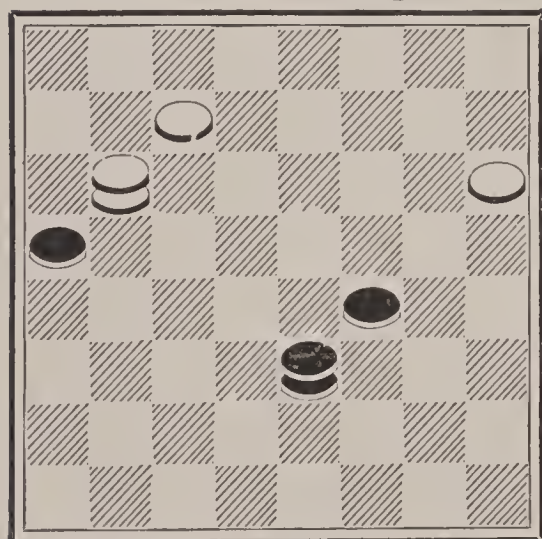
L. C. Ginsberg



Black to play and win

PROBLEM No. 129

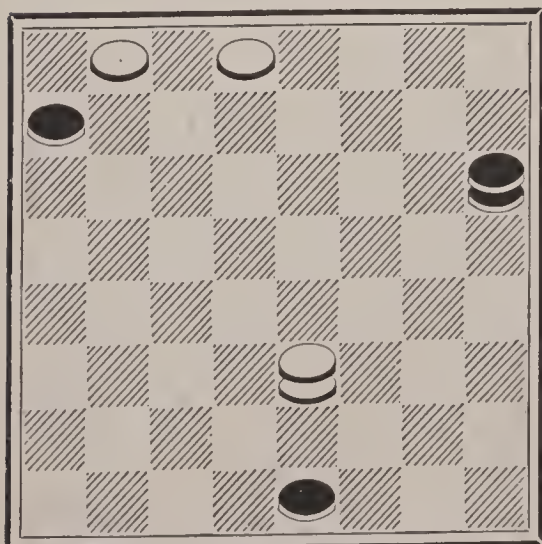
L. C. Ginsberg



Black to play and win

PROBLEM No. 131

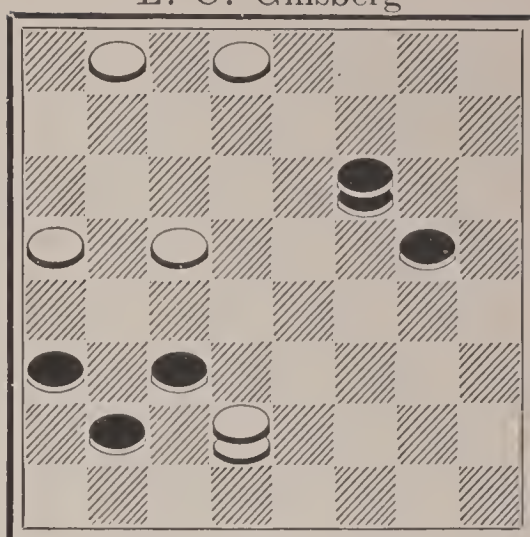
L. C. Ginsberg



Black to play and draw

PROBLEM No. 128

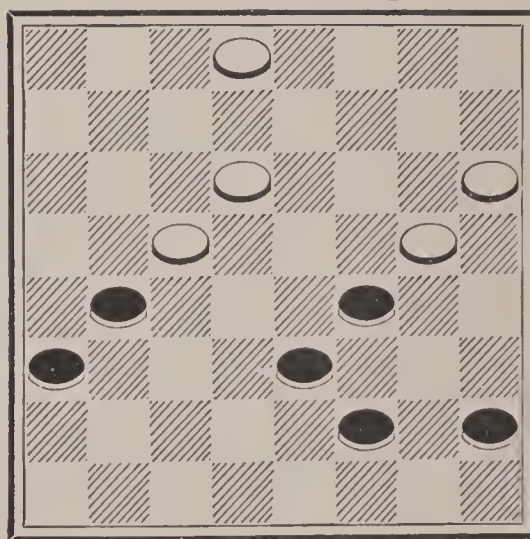
L. C. Ginsberg



Black to play and draw

PROBLEM No. 130

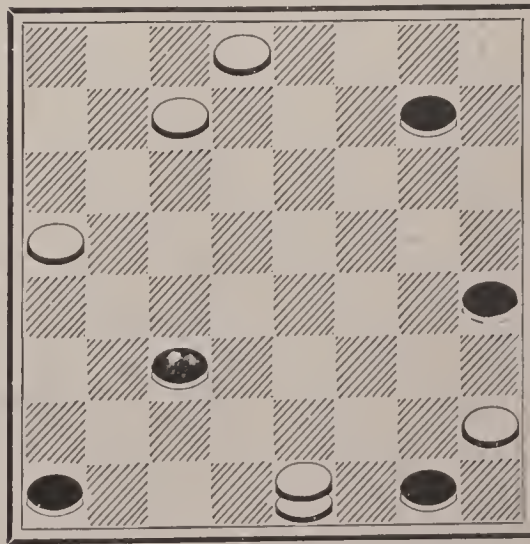
L. C. Ginsberg



Black to play and draw

PROBLEM No. 132

L. C. Ginsberg & H. Leiberman



Black to play and draw

SOLUTIONS TO PROBLEMS.

No. 1	11 8	24 27	No. 4	17 21
24 20*-1	15 11*	18 14		B. wins
32 27	8 4	27 31	8 11	
12 8*	11 7*	21 17	29 25	
10 15	12 8	31 26	31 26	No. 5
20 16*	7 3*	17 13	10 14	5 9
27 23	8 12	26 22	11 7	10 6
16 12*	23 19	B. wins	14 17	9 14
15 10	4 8		7 2	6 2
8 11	19 15	No. 3	17 14	14 18
Drawn	B. wins	15 19*	2 6	2 6
(1)		25 22	14 17	18 23
12 8	No. 2	19 23	26 23	29 25
10 15*		22 17	17 14	13 17
24 20	4 8*	23 18	23 19	6 9
15 19*	27 23	28 24	14 17	23 27
8 12	11 16*	3 7	6 9	9 13
32 27	29 25	24 19	17 22	17 14
20 16	16 20	7 11*	9 14	25 21
27 23	25 21	19 15	22 26	27 31
16 11	20 24	18 22*	14 17	13 17
19 15*	23 18	B. wins	26 31	14 9

17 13	16 19	11 8	13 17*	No. 14
9 5	2 7	2 7	10 15	12 16
13 17	19 24	8 3	18 22*	15 10
31 27	7 11	7 11	15 10	16 19
17 14	24 27	21 17	22 25*	10 7
27 23	11 16	11 15	Draw	8 12-1
21 17	27 31	B. wins	No. 12	7 3
23 19	B. wins	No. 10	5 9*	19 23
14 18	(a)	32 27	29 25	3 7
5 9	23 18	24 20	9 14*	23 27*
17 13	only	27 23	25 22	7 11
9 5	draw	20 16	6 9*	27 32*
18 14	No. 8	10 15*	4 8	28 24
19 15	5 9	16 11	14 10	32 28*
B. wins	20 24	23 18*	22 18	24 20
No. 6	11 15	11 7	10 7	12 16
9 14	24 20	18 14*	8 12	Draw
25 22	9 14	7 3	7 11	(1)
5 9*	20 16	14 10	B. wins	19 23
26 23	15 18	B. wins	No. 13	28 24*
14 10*	23 26	No. 11	13 17	23 27
22 18	14 17	20 24*	12 16	7 3
10 7*	16 19	32 28	15 11*	8 12
18 15	17 13	24 27	7 10	24 20
9 14	26 30	28 32	11 7	27 32
15 10	13 9*	27 31	10 15	3 7
7 11	30 25	7 10	7 3	32 28
10 6	9 13	31 26	16 20	7 10
11 15	Draw	32 27	3 7	28 24
6 2	No. 9	26 22*	15 19	10 15
14 17	3 7	27 31	7 11	W. wins
B. wins	27 23	22 17*	19 24	No. 15
No. 7	7 11	10 6	11 16	13 9
4 8*-a	23 18	9 14*	24 28	22 18
13 9	11 7	31 26	17 22	9 6*
8 11	18 15	14 18*	28 32	18 22
9 6	7 2	6 10	16 19	6 1*
11 16	15 11	17 13*	32 27	22 18
6 2	6 9	26 31	22 18	21 25*
			W. wins	18 15

1 6*	No. 16	24 19	28 24	No. 18
14 17	19 23*-1	9 6	25 22	21 17*
6 2*	22 17	19 23	24 28	30 26
17 14	23 18*	6 2	B. wins	17 14*
25 22*	17 13	23 19		26 22-1
15 10	18 14	2 7	No. 17	9 5
22 26	12 16	15 18	3 7*	22 17-2
14 18	14 18	7 10	22 18	15 10
5 9*	13 9	18 23	7 11*	7 2
10 6	18 23	8 11	19 24	5 1*
9 13	9 6	23 18	21 25*	17 13-a
6 10	15 19	11 7	24 19	10 7
26 31*	8 12	18 23	25 30*	2 11
10 14	19 15	7 2	19 24	14 9
31 27*	6 2	23 18	30 26*	W. wins
18 22	23 27	2 6	24 19	(a)
27 23	12 8	18 23	26 31*	2 6-b
22 25	27 23	6 9	19 24	10 7
2 7	2 7	23 18	10 15*	W. wins
25 22	15 19	10 14	18 22-a	(b)
7 11	8 12	18 23	11 16	17 22
22 25	19 24	9 13	24 20	1 5
11 15	7 10	23 27	16 19	22 18
25 22	24 19	13 17	20 16	14 9
23 27	10 7	27 23	19 23	18 14
22 26	19 24	17 22	16 11	10 6
27 24	7 11	23 27	31 27*	2 7
26 22	24 19	22 18	11 18	6 1*
24 20	16 20	27 24	27 32	14 10
22 26	23 27	14 17	B. wins	9 6
20 16	11 16	24 27	(a)	W. wins
26 22	27 23*	17 21	18 14	(1)
16 12	16 11	27 24	24 20	26 23
22 26	23 27	21 25	16 19	15 10*-c
12 8	Drawn	24 27	14 10	7 2
26 22	(1)	25 30	31 26*	10 6
8 3	19 24	19 23	20 16	23 18
14 9	22 17	18 15	19 23*	6 1
15 10	24 19	27 24	10 19	2 7-d
B. wins	17 14	12 16*	26 30	1 6
	19 24	24 28	B. wins	W. wins
	14 9	30 25		

(c)	14 10	27 31	18 23	9 5*
9 5	18 15	15 18	10 15	18 14
23 19	11 8	31 26	20 24	19 15
15 10	3 12	14 10	15 18	8 12
7 2	5 1	26 31	24 27	16 11
14 9	W. wins	10 14	18 15*	14 18
19 15		31 27	Drawn	15 10*
10 6	No. 19	18 22		18 15
2 7		27 23	No. 21	11 8*
6 2	12 16-1	22 25		15 6
7 10	8 3	23 26	15 19*	5 1
5 1	16 19	14 10	10 15	W. wins
10 14	3 8	26 23	20 24*	
9 5	19 23	10 14	15 18	No. 23
14 10	10 15*	23 19-2	24 20*	
Drawn	23 26	14 18	18 27	19 15
(d)	15 18*	2 7	20 16*	11 7
18 22	26 30	18 22	27 31	3 10
1 5	18 22*	Drawn	19 24*	25 22
22 17	9 14	(2)	31 26	15 11*
14 10	8 11	2 7	16 19	28 24
17 14	2 6	25 22	26 22	11 7
10 6	11 16*	7 11	19 23	22 17
2 7	6 9	22 18*	32 28	7 2
6 1*	16 19	23 19	24 27	17 13
14 10	9 13	18 22*	28 24	2 6
9 6	19 23	19 15	27 31	24 19
7 2	14 17	14 17*	24 20	10 14
5 9	23 27*	15 10	31 27	19 23
W. wins	17 26	17 21	20 16	6 1*
(2)	27 31	Drawn	23 19	23 26
7 2-3	Drawn		16 11	1 6
15 11*	(1)	No. 20	27 23	26 31
22 18	9 13		B. wins	6 1
14 10*	10 14	17 13		Draw
18 15	12 16	9 14	No. 22	
11 7*	8 3	13 9		No. 24
W. wins	16 19	14 18	27 23*	
(3)	3 8	9 6	8 12	20 16
7 3	19 24*	10 15	23 19*	25 22
15 11*	8 11	6 10	22 18	18 15
22 18	24 27	15 19	13 9*	22 18
	11 15	25 30*	12 8	15 11

18 23	No. 26	19 24	No. 28	16 11
11 7	17 22	27 32	12 16*	27 24
23 27	16 19-2	30 26	15 18	19 15
16 11	22 17*	15 19	16 20	W. wins
27 24	15 18-1	24 28	18 23	(1)
19 15	17 14	19 16	20 24	8 3
24 19	19 23	26 23	23 18	23 27*
15 10	27 31	16 12	24 28	16 11
19 15	30 25	23 19	18 15	27 24
11 8	14 17	12 8	28 32	19 16
12 3	25 29	20 24	15 18	24 20
7 2	17 14	8 12	32 28	16 12
W. wins	18 22	19 23	18 14	20 16
	14 17*	12 16	28 24	11 7
No. 25	23 26	24 27	14 18	16 11
14 9*-1	17 21	16 20	24 20	7 2
22 17	26 30	27 31	18 23	11 8*
29 25*	31 27*	20 24	20 16	2 7
17 14	30 26	Draw	23 18	10 6
25 22	27 31*		16 11	Draw
14 10	26 23	No. 27	18 14	
5 1	21 25	3 7*	11 15	No. 30
10 14	23 18	18 15	30 26	25 22
1 5	25 30	17 22*	17 22*	21 25
14 10	18 14	26 17	15 10	22 17
22 17	30 25	15 10	B. wins	25 22
10 6	Draw	27 23		17 13
17 14*	(1)	22 26	No. 29	4 8
6 13	30 25	23 18	4 8	23 19
14 10	17 14*	7 2*	14 10	8 11
W. wins	25 21	15 10	8 11*-1	29 25*
(1)	14 10	26 23	10 14	22 29
5 1	21 17	18 15	11 7*	13 9
22 17	27 31	23 19	14 18	29 25
14 9	17 22	15 11	7 3*	9 6
17 14	10 14	19 16	18 22	25 22
9 5	Drawn	10 7	3 8	6 2
14 10	(2)	16 12	22 18	W. wins
29 25	15 19	7 3	8 12	
2 6*	22 18	2 6*	23 27	
Draw	16 20	Draw		
	18 15			

No. 31	No. 32			
32 27*	30 25	26 22	12 8	27 32
25 22	16 23	14 17*	23 19	22 18
27 31*	15 11* ^a	22 18	16 11	32 27
19 23-1	28 19	21 25	15 10	18 15
28 24*	25 22	B. wins	8 3	27 32
22 18	23 27	Gristy	19 15	15 10
24 20	22 18	(a)	3 8	32 27
23 19*	21 17	16 20	10 6	10 6
31 26*	11 7	24 19	11 7	27 32
18 15	19 16	23 26	6 1	6 1
26 22*	7 10	28 24*	7 3	32 27
15 11	16 11	20 27	15 11	14 9
22 18	18 14	19 23	B. wins	13 6
11 7	17 13	Draw		1 10
21 17	10 6	Hefter	No. 35	B. wins
7 11	Draw			
17 13	(a)	No. 34	27 31*	No. 37
11 7	24 27	16 19*	19 23	14 10*
13 9	23 32	20 24	31 26	24 20
7 2	15 19	19 23	23 19	10 15*
9 5	W. wins	24 20	26 31	11 8
Etc.	See prob-	23 27*	30 25	18 14
W. wins	lem No. 31	17 13	31 27	20 16
(1)		18 14	19 23	23 19
22 18	No. 33	20 16	27 32*	16 11
21 17	14 18	30 26*	25 22	15 10
19 23	27 31	16 19	17 13	8 3
17 13	20 16*	27 23*	18 14	19 15
18 14	31 27	19 24	28 24	3 8
28 24	19 23*	26 31*	22 18	10 6
14 10	27 24	24 20	32 28	11 7
24 20*	23 26* ^a	31 27*	18 15	6 1
23 19	21 17	20 16	24 20	8 3
31 26	26 30*	27 32*	Drawn	15 11
10 15	17 13	28 24	No. 36	7 2
26 22	18 14	32 27	26 31*	14 9
15 11	16 19*	24 20	27 32	B. wins
22 18	27 31	27 24	31 26*	
W. wins	30 25*	16 12	17 13	No. 38
	31 26	24 19	18 14	30 26*
	25 21*	20 16	32 27	24 19
		19 15	26 22	26 23*

19 16	23 18	16 20	7 11	(b)
23 19*	6 9	23 18	24 19	3 7
16 12	18 15	31 26	3 8	only
27 23*	9 6	25 29	19 24	Draws
12 8	1 5*	20 16	8 12	
23 27	6 1	18 23	24 19	No. 44
8 3	15 6	26 22	11 7	26 23
27 31	1 10	W. wins	19 24	18 14
3 7	5 9		12 16	23 18*
19 24	B. wins	No. 43	24 27	14 9
B. wins			16 19	18 14
	No. 41	25 21	27 32	9 6
No. 39		17 22	7 10	3 7*
18 14*	28 24	21 17	32 27	11 2
25 21	16 11	22 26	10 14	14 10
12 16*	23 18	17 14	17 21	6 1
11 8	3 7	26 31	18 22	12 16
14 10	18 23	14 10* ^a	27 32	2 6
20 11	30 25	31 26	14 18	10 7
19 16	23 18	10 7	32 27	6 9
8 12	25 21	26 23	18 15	7 10
16 7	18 14	7 2	27 32	Drawn
12 16	21 25	23 19	19 24	
10 15	14 18	2 7	32 28	No. 45
B. wins	25 30	19 16	15 19	17 22
	18 23	6 2	28 32	18 15
	7 10	16 20	19 23	22 18
No. 40	23 19	7 11	4 8	15 10
10 15	30 26	5 9	24 19	18 15
25 22	24 20	12 8	32 28	10 7
15 19	26 22	9 14	22 26	1 5
22 17	19 16	8 3	28 32	27 23
19 23	11 15	20 24	26 30	5 9
17 14	Drawn	11 15	8 12	7 2
23 27		24 27	19 24	15 10
14 10	No. 42	2 7	W. wins	23 19
27 31	22 26	27 24	(a)	9 14
2 6	32 27	7 10	6 10	19 16
31 27	26 31	14 17	31 26	14 17
6 9	27 23	15 18	14 9	16 11
27 23	11 16	24 19	Draws	17 22
9 6	21 25	10 7* ^b		
		19 24		

11 8	12 8	19 15	8 3	14 10
21 25	7 2	31 26	1 6*	6 2
8 3	8 12	23 18	9 5	28 24
25 30	13 9	26 22	6 1	25 22
3 8	14 10	10 14	19 15	24 19
22 26	15 6	16 11	2 6	22 17
8 11	5 14	15 8	Drawn	19 15
26 31	6 10	12 3	(a)	11 8*
11 8	14 7	18 15	6 1	12 3
31 26	2 11	3 7	14 10	2 7
8 3	B. wins	B. wins	etc.	Drawn
26 22		(a)	W. wins	
3 8	No. 46	27 23		No. 51
30 25	18 15*	20 24	No. 49	2 7
8 11	3 8a	W. wins	15 10	16 20
25 21	15 19*		2 7	24 19
11 16	8 11	No. 47	10 14	8 12
10 15	19 16*	22 18*	7 11	7 11
2 6	11 8	23 27	14 18	20 24
21 17	10 15*	28 24*	11 16	19 16*
6 9	28 24	27 31	18 23	12 19
22 18	16 12*	18 23	16 11	11 16
9 5	8 3	11 15	23 27	19 23
17 14	15 11*	14 9	11 15	22 18*
16 12	24 19	15 10	3 7	14 10
15 11	11 16*	24 28	15 18	16 19
29 25	27 23	10 7	21 17	Drawn
14 17	20 24	23 27	7 11	
25 21	3 8-1	W. wins	8 3	No. 52
17 14	12 3		27 24	25 30
5 1	19 12	No. 48	18 23	28 24
18 15	3 7*	4 8*a	17 22	30 25
1 5	12 8	11 4	B. wins	22 26
14 10	7 11	19 15		25 22
21 17	8 3	27 23	No. 50	26 17
10 6	11 15	6 1*	23 18	13 22
5 1	B. wins	14 9	27 23	24 20
6 9	(1)	15 11*	18 14	15 18
1 5	3 7	23 19	23 18	20 16
9 13	24 27	11 7*	14 9	22 17*
17 14	7 10	4 8	18 14	29 25
11 7	27 31	7 2*	9 6	17 21*

25 30	24 20	14 9	11 16	22 18
18 22	27 24	B. wins	27 32*	16 20
B. wins	16 11	(a)	28 24	15 19
	24 19	17 13 ^b	32 27	6 1
No. 53	11 8	26 23	B. wins	18 23
	19 15	27 31	(4)	1 6
29 25*	20 16	18 14	19 24	23 27
5 9	23 19	28 24	26 22	6 1
25 21*	16 11	16 20	17 13	27 32
31 27	15 10	B. wins	18 14	1 6
15 18	8 12	(b)	24 20	19 24
9 13	10 6	28 24 ^c	22 18	B. wins
17 14	11 8	26 23	28 24	
13 17	6 1	27 31	14 10	No. 56
18 15	8 4	16 11	20 16	
17 22	19 15*-1	24 20	10 15	30 26
15 18*	4 8	11 15	24 20	8 12-1
22 26	15 11	17 13	18 14	26 23
21 17	8 15	18 14	16 12	12 8
26 31	14 9	20 16	23 19	23 18
18 15	B. wins	15 10	20 16	8 3-3
31 26	(1)	16 11	14 10	15 10
17 13	14 9	14 9	13 9	3 8
26 22	13 6	B. wins	10 7	18 15
14 9	1 10	(c)	9 6	8 12
W. wins	12 8*	27 32	7 3	20 24
	Draws	26 23	6 1	28 19
No. 54	(2)	28 24	19 24	15 24
		16 20	B. wins	16 11
30 26*	17 13-3	B. wins		24 19
27 24 ^a	18 14	(d)	No. 55	B. wins
16 20*	16 20	28 24		(1)
24 19	26 23	14 18	22 17	16 11-2
20 24*	20 16 ^d	B. wins	6 2	26 23
19 16	27 32*	(3)	15 10	11 7
24 27*	16 20	16 20	7 11	15 10
16 19-2	23 19	26 22	17 21	7 2
27 23*	20 24	17 13	11 16	10 7
19 16-4	19 15	18 14	10 15	B. wins
27 31*	24 20	20 16	2 6	(2)
17 13	32 27	22 18	21 17	8 3
18 14	20 16	16 11	6 1	26 23
28 24	15 10	18 23	17 22	3 7
31 27	16 20		1 6	

23 19	No. 58	13 17	No. 61	9 6
16 12	9 14*	26 23	5 1	30 25
19 16	31 27	17 22	13 9	23 18
7 2	14 18	19 15	1 5	32 27
15 10	27 24	20 16	9 6	6 2
12 8	1 6*	23 18	5 9*	27 31
10 7	24 19	22 17	6 1	2 7
B. wins	6 10*	3 8*	9 14*	31 26
(3)	19 16	B. wins	1 6	7 14
8 4	18 23	No. 60	3 8*	26 22
18 14	16 11	15 10*	11 7	18 15
16 12	10 15*	22 17	14 10	22 13
15 19	12 8	10 7*	6 15	15 18
12 8	23 27	17 22	8 11	W. wins
19 23	32 23	7 3	B. wins	No. 64
8 3	28 32	18 15	No. 62	19 24*
20 24	Drawn	3 7	32 28	10 14
B. wins	No. 59	22 17	24 27	24 28*
No. 57	2 7*	21 25	17 14	14 9
6 2*	24 20	17 14	1 6	28 32*
7 10	7 11*	25 30	22 17	9 5
27 24*	29 25	15 10	23 18	27 23
28 19	26 30	7 11*	28 32	5 9
2 7*	25 21	14 9	18 9	23 18
4 8	30 26*	30 26	32 23	W. wins
7 14*	21 17	9 6	9 13	No. 65
8 11	26 23*	26 22*	17 14	29 25*
14 18	17 14	6 2	13 17	22 18
19 24	23 19	11 8	14 9	25 21*-1
18 23	14 9	2 6	6 13	17 13
24 28	11 15	8 3	23 18	21 25
12 8*	9 6	6 9	Drawn	13 17
11 16	15 18	22 18	No. 63	25 21
23 27	6 1	9 6	21 17*	17 14
16 20	18 23	3 8	18 22	21 25
27 32	1 5	6 2	19 23	18 15
28 24	23 27	18 14*	22 25	25 22
8 11	5 9	2 7	13 9	15 11
24 28	27 31	14 9	25 30	12 16*
11 16	9 13	B. wins		11 8
W. wins	31 26			

16 19	30 26	No. 69	11 7	2 7
8 3	9 6	16 12	6 10	23 19*
19 23	7 10	8 11	22 17	16 12
Drawn	12 16*	28 24	10 15	8 3*
(1)	20 18	31 26	14 10	7 10
6 9	6 31	12 8*	21 14	22 26*
18 14	W. wins	11 16	7 3	20 16
9 18	No. 68	24 20	14 7	26 31*
17 22	26 31*	26 22	3 19	16 11
W. wins	7 11	20 11	W. wins	31 27*
No. 66	31 27*	22 15	No. 72	11 7
16 19*	11 15	8 4	5 9	19 15*
31 26	27 24	W. wins	30 26	10 19
19 15*	15 11	No. 70	9 14	3 10
26 31	24 20	16 12*	26 23	19 16
15 18*	25 22	15 11	6 10	10 7
31 27	19 23	32 27*	11 7	12 8
14 10	11 15	22 25-1	14 9*	7 3
27 24	23 27	12 8*	B. wins	8 4
18 27	15 19	11 4	No. 73	27 23
24 31	27 32	6 10	18 14*	B. wins
10 15	19 23	4 8	2 6	(a)
31 26	20 16	10 15	27 23*	22 26
15 19	22 18	Drawn	20 24	28 24
W. wins	14 17	(1)	14 10*	26 31
No. 67	28 24	6 2*	6 15	24 19
22 17*	32 28	15 18	23 19*	31 27
5 9	24 19	2 7	W. wins	6 2
17 13	16 20	22 26	No. 74	27 23
9 14	23 26	7 11	21 25* ^a	19 16
13 9	28 24	Drawn	28 24	11 8
14 18	19 15	No. 71	25 30*	2 7
9 5	20 16*	23 26	24 19	23 19
18 22	15 10	29 25	30 26*	16 12
5 1	24 19	26 22	6 2	8 3
22 25	10 6	25 21	26 23*	7 10
1 5	16 11	18 14	19 16	Drawn
25 30	6 2	2 6	11 8*	No. 75
5 9	19 15			14 9*
B. wins	B. wins			18 27
				30 26

21 25	6 10	(a)	7 3	30 25
26 23	25 29	26 30	14 7	7 2
27 18	10 14	8 11	3 10	25 22
10 14	29 25	30 25	1 5	2 6
17 22	14 18	8 3	10 6*	22 18
14 23	W. wins	25 21	17 13	6 9
25 29		12 8	12 16	18 15
9 14	No. 77	19 23	5 9	9 6
22 25		8 11	16 19	23 19
14 17	30 26*	23 19	9 14	6 2*
25 30	24 19	3 8	19 23	15 11
17 21	15 10*	21 25	14 17	12 8*
W. wins	7 14	11 7	23 18	19 15
	22 17*	6 10	W. wins	8 12
No. 76	14 21	8 3		Drawn
	26 23*	10 17	No. 80	
16 12	W. wins	18 15		No. 82
15 22		W. wins	15 11*	7 10
11 15	No. 78		32 28	3 7
13 17		No. 79	31 27*	10 14
12 16	8 12		22 26	7 10
4 8	26 23 _a	16 12*	21 17	14 18
16 19	11 8	20 16	26 19	10 15
8 12	23 27	28 24*	27 24	18 23
19 23	8 3	16 11	19 15	15 24
22 26	27 24	24 19	24 20	16 20
23 18	12 8	11 16	15 8	24 19
26 31	19 23	19 15	20 4	30 26*
15 11	8 11	16 19	W. wins	19 15
17 21	24 19	15 11*		26 22
18 23	3 8	19 15	No. 81	15 10
31 26	19 15	12 8*		22 18*
23 19	8 4	15 18	22 17*	10 6
26 22	15 8	8 3	28 32	18 14*
19 15	4 11	18 22	15 19*	B. wins
22 17	23 19	11 7*	23 26	
15 10	11 8	22 18	17 14	No. 83
17 22	19 23	3 8	32 27	
10 6	18 15	18 22	19 16	10 6*
22 17	23 18	8 12*	27 23	1 10
30 26	14 10	22 17	16 12	9 6
21 25	18 4	14 10	26 30	10 15
26 30	10 1	5 14	11 7	6 10
17 21	W. wins			

15 19
10 6
18 15
11 7
3 10
16 11
W. wins

No. 84

32 27*
23 14_a
27 23
14 17
23 18
17 26
18 14
W. wins
(a)
23 32
15 10
32 27
10 6
27 23
6 1
23 14
1 5
W. wins

No. 85

26 23
30 26
23 19
26 17
19 16
8 12
15 18
W. wins

No. 86

21 25
22 26

25 29
26 22
30 25
22 26
25 21
26 22
29 25*
22 29
21 17
23 19
15 24
28 19
17 14
19 15
20 24
29 25
24 27
15 11
27 31
25 22
31 27
27 24
B. wins

No. 87

16 11
20 16
11 8
16 11
8 4
10 14
29 25
14 18
12 8
11 7
8 3
7 11
30 26
21 30
3 8
30 23
8 22
W. wins

No. 88

18 23
10 14
22 26
30 25
26 30
25 21
30 26
21 17
26 22
17 13
22 18
14 10
23 19
13 9
18 15
10 6
20 24
9 5
24 27
5 1
27 31
6 2
15 11
1 6
31 27
6 1
27 24
1 6
24 20
6 1
19 16
2 6
11 7
6 2
16 11
2 6
7 2
6 9
11 7
1 6
20 16

6 1
16 11
28 24
11 16
24 20
16 11
9 14
11 15
14 9
15 10
1 5
10 6
9 13
7 10
5 9
10 15
9 5
15 18
5 9
6 1
9 5
2 7
5 9
1 5
9 6
18 22
6 2
7 10
2 7
10 6
7 11
5 9
11 16
9 14
16 19
22 18
20 16
6 10
19 24
18 15
24 20
14 9
13 6

10 1
20 24
3 7
B. wins

No. 89

10 14
8 3
14 18
3 7
18 23
7 11-1
23 27
11 15
27 31*
19 16-2
12 19
15 24
6 10
24 19
10 14*
19 15
31 27*
30 26
13 17*
Draws
(1)
7 2
6 9
2 6
23 27
30 25
27 31
25 22
31 27
19 15
27 23
15 10
12 16
10 7
16 20
7 2

20 24	16 20	15 19	7 16	21 17
2 7	24 19	11 7*	22 15	26 23
24 27	20 24	3 8	W. wins	17 14
7 10	7 2	10 15*		23 18
27 31	24 27	19 23	No. 94	Drawn
9 14	2 6	15 18*		(1)
31 26	27 31	23 27	27 23*	11 8
1 6	6 9	20 16*	26 31	30 26
23 19	14 18	17 22	23 18*	8 12
6 10	23 14	7 3*	31 27	26 30
19 23	8 11	8 12	15 10*	15 22
10 14	9 6	18 15	27 24	25 18
23 27	31 27	W. wins	19 16*	12 16
Drawn	6 10		12 19	Drawn
(2)	27 23	No. 93	10 7	Hefter
30 25	19 15		24 27	
6 9	11 18	7 10*	7 3	No. 96
15 18	10 15	20 16	27 23	
31 27	W. wins	10 14	3 12	5 1
19 15		26 23	23 14	6 10
12 16	No. 91	13 17	12 16	1 6
15 10		16 11	Drawn	10 14
16 19	12 16*	17 22		30 26*
10 6	19 12	11 7	No. 95	14 18
27 32	11 15*	22 26		21 17
18 22	20 16	7 2	20 24*	13 22
9 14*	15 19*	6 9	16 11	6 13
6 1	23 18	2 6	31 26	22 25
32 27	17 22	26 31*	11 15	13 17
1 6	18 15	6 15	26 22	25 30
27 32	4 8*	31 27	2 7	17 14
6 2	15 10	13 17	23 26	30 23
32 27	22 18*	27 18	7 11	31 27
2 7	10 6	7 10	26 30	W. wins
27 24	18 14	18 15	11 7-1	
7 11	6 2	Drawn	30 26	
24 20	14 9	(1)	7 10	No. 97
11 15	Drawn	6 10	26 30	
Drawn	No. 92	26 22*	10 14	12 16
		10 14	30 25	10 7
No. 90	1 6*	19 15*	14 9	16 19
	14 17	14 18	25 30	7 2
28 24	6 10*	15 11*	9 13	20 24
			30 26	11 8

24 27	(1)	22 18	14 7	14 10
8 3	11 15	23 16	3 26	16 11
27 31	2 6	16 30	W. wins	10 7
3 8	10 1	W. wins		11 8
31 27	19 10	(a)	No. 103	7 10
8 11	1 5	31 27		8 4
27 24	10 7	21 25	11 16	10 14
11 8	5 9	3 7	24 20	4 8
19 15	23 18*	22 26	23 26	6* 10
2 7	9 13	29 22	30 23	9 6
14 17	18 15	26 31	6 10	2 9
21 14	13 17	Drawn	14 7	13 6
15 10	7 2		16 11	14 9
B. wins	17 22		7 16	B. wins
	2 7	No. 101	12 17	
No. 98	22 18	6 1	B. wins	No. 106
	7 11	8 11		5 9
15 19	12 16	3 7	No. 104	25 22
1 5	11 4	11 15		9 13
9 14	W. wins	7 10	22 18	22 18
5 1		15 19	32 27	30 26
14 18	No. 100	1 5	19 16	21 25
2 6		9 13	27 24	13 9
19 15	32 28	12 16	16 12	25 30
6 2	11 15	19 23	24 20	9 5
11 7	20 16	5 9	12 8	30 23
2 11	15 18	13 15	20 16	32 27
15 8	16 11	16 19	23 19*	23 30
1 5	18 22	W. wins	16 23	10 6
8 11	11 7		8 3	2 9
B. wins	23 26	No. 102	23 27	5 23
	7 3		3 7	W. wins
No. 99	26 30	18 14	Drawn	
	3 7*a	28 24		No. 105
10 6	30 26	14 10		No. 107
3 7	7 11	24 27	31 26	21 17*
6 2	26 23	10 7	32 27	14 21
7 10	11 16	27 23	26 22	24 27
27 23	21 25	22 17	27 23	23 26
10 14-1	31 26*	21 14	22 17	13 17
23 18	22 31	15 11	23 19	21 14
14 16	29 22	8 15	17 14	7 2
2 7	31 26	7 10	19 16	W. wins
W. wins				

No. 108	30 26	No. 112	No. 114	8 3
28 24	3 8	32 28	3 8*	27 31
13 17	26 23	22 17	25 22	3 7
24 20*	8 3	15 18	10 7*	15 18
17 22	23 19	17 13	22 15	22 15
20 16	3 8	18 22	8 4*	31 26
22 29	19 16	13 9	2 11	23 19
21 17*	8 3	22 26	4 8*	26 23
14 21	15 10	9 14	Drawn	15 11
19 15	9 6	27 23		23 16
10 19	14 9	14 10		7 2
16 14	7 14	23 18	No. 115	16 7
Drawn	1 17	16 19	17 21*	2 11
	B. wins	26 31	25 22	14 18
No. 109	No. 110	19 23	8 11*	21 17*
26 30*	25 30	28 24	5 9	13 22
17 13	1 6	W. wins	1 5*	11 15
30 25*	14 17	No. 113	9 6	18 23
13 9	22 13	16 20	11 15*	15 18
25 21	15 10	11 2	18 11	W. wins
10 7	6 15	9 13	4 8*	No. 117
18 14	30 26	2 6	11 4	5 9*
7 11	13 6	10 14	21 25	10 6
19 23	26 1	6 9	6 15	2 7*
11 15	B. wins	14 18	25 11	6 1
21 17		9 14	B. wins	9* 14-1
28 24	No. 111	20 24	No. 116	24 19
17 22*	19 15	14 10	27 23*	8 12
24 19	3 8	18 22	16 20	15 11
14 18*	14 18	10 15	23 16	13 17*
15 11	8 11	24 28	15 19	11 2
22 17*	15 8	15 18	28 24*	17 22
11 7	22 15	22 26	19 28	19 15
17 14*	8 3	18 27	16 11	22 26
19 16	15 10	28 32	20 24	Drawn
23 26	2 7	31 22	11 8	(1)
16 11	10 6	32 23	10 15	8 12
26 30	13 17	29 25	26 23	15 10*
11 8	B. wins	23 26	24 27	7 14
18 15		Drawn		1 6
8 3				W. wins

No. 118	15 10	7 11	13 17	No. 123
18 14	17 14*	6 2	16 19	23 18
3 7	10 6	B. wins	14 10	26 17
30 25	14 10	No. 120	5 9	18 14
17 21	6 1-3	30 26*	10 7	10 15
25 22	23 18	8 11	9 13	16 11
21 25	1 5	14 10*	17 14	17 10
22 17	12 16	6 15	25 22	11 7
25 30	5 1	32 27	7 2*	10 3
17 13	16 11	19 24	19 23	32 27
30 25	1 5	28 12*	27 18	W. wins
13 9	18 14	11 16	22 15	No. 124
25 21	5 1	12 8	14 10	10 6*
9 6	14 9	15 19	15 6	30 26
21 17	1 5	23 18	2 9	7 11
6 2*	9 6	19 24	13 17	26 17
17 10	5 1	27 23	9 14	11 20
26 22	11 7	24 27	17 22	17 14
10 14	1 5	18 15	14 18	18 15
2 6	6 1	27 31	22 26	14 10
W. wins	5 9	23 18	18 23	6 1
	7 2	31 22	26 31	10 19
	B. wins	15 11	28 24	1 5
	(1)	22 15	W. wins	9 14
No. 119	22 25	8 3	No. 122	20 16*
23 19*	31 27*	15 8	5 1*	19 15
22 18-1	25 22	3 19	22 15	5 9
19 23*	27 23*	W. wins	7 10*	Drawn
18 27	B. wins	No. 121	15 6	No. 125
31 24	(2)	7 2*	1 10	26 22
29 25	19 23	12 16	19 24	6 9
24 19	30 26*	2 6*	10 15	21 17
25 22	Drawn	22 26	24 28	1 6
19 15*-2	(3)	30 23	31 26*	5 1
30 26	6 2	19 26	28 32	10 14
15 19*	23 18	6 9*	26 23	1 10
22 18	2 7	26 30	32 28	14 21
21 17*	18 14	9 13*	15 19	10 14
26 23	7 2	30 25	Drawn	21 25
19 26	14 9			
18 15	2 7			
26 23*	10 6			

14 5	22 26*	15 18	14 10	19 10
25 30	31 22	31 27	18 15	14 18
5* 9	8 12*	18 22	10 7	13 6
30 26	15 8	27 31	16 11	18 22
18 15	30 26	12 16	7 16	23 18
26 17	22 17	30 26	20 4	22 26
9 14	13 22	22 25*	12 16	18 15
17 10	8 3	31 27	19 12	26 31
15 6	26 23*	16 19*	26 10	Drawn
13 17	3 10	27 24	Drawn	Drawn
19 15	5 9	20 27		
17 22	14 5	32 16	No. 129	No. 131
23 18	23 7	28 32		
16 19	5 1	16 11	10 15	21 25
18 14	6 10	32 27	24 28	31 26
22 25	Drawn	11 7	15 19	25 30
6 2		25 30*	28 32	26 22
25 30	No. 127	26 22	14 18	30 26
2 7		27 23	21 17	22 17
30 25	11 16	7 2	18 22	26 22
7 11	6 2	30 25	17 13	17 13
25 22	16 23	22 17	22 25	22 17
14 10	2 6	23 18	13 9	13 9
12 16	10 15	2 6	25 30	17 13
11 8*	6 10	25 22	32 28	9 5
22 18	15 19	17 13	30 26	2 6
8 12*	10 14	18 14	27 23	10 1
18 11	17 22	B. wins	19 16	13 9
10 6	14 18		23 18	32 27
Drawn	22 26	No. 128	26 22	28 32
	18 27		18 15	27 23
No. 126	26 31	17 21	22 18	32 27
	28 24	7 16	15 10	23 19
12 16*	19 28	22 18	18 14	27 23
21 14	27 23	32 27	B. wins	19 16
16 19	31 27*	18 14		23 19
32 27	23 26	27 23	No. 130	16 11
19 23	27 24	21 25		19 15
27 24	26 31	31 26	16 20	11 7
23 26	24 19	25 30	31 27	15 10
24 19	31 26	26 22	6 9	7 2
26 30	19 15	30 26	17 13	9 14
19 15	26 31	22 18	10 15	Drawn

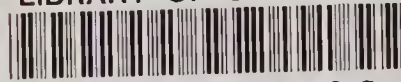
No. 132	7 10
4 8	15 19
27 23	23 16
11 15	12 19
2 7	20 16
8 12	1 6
31 27	10 1
25 30	30 26
	Drawn

BANKS-JORDAN MATCH GAMES BOOK.

The Banks vs. Jordan match games book has just been forwarded. They make a very neat book of seventy-five pages, finely printed and bound, with fine photos of the contestants and the referee of the match, A. W. Valentine of Rock Island, Ill. Another portrait which adorns the book is that of E. H. Greene, president of the Kansas City Chess and Checker Club, through whose efforts mainly the great match was arranged and successfully carried out. Another feature of the book, one that will surely be appreciated, is that the contestants have supplied the annotations to the games. The work makes a fine addition to checker literature.—*Dr. Schaefer in Newark "Call."*

The Kansas City Club is distributing these books through H. Lieberman, secretary, 509 Kemper building, Kansas City, Mo. You need one for the brilliant play, and they will appreciate your support.—*Editor.*

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